Simulink® HDL Coder™ 2
User's Guide

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Simulink® HDL Coder™ User's Guide

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Revision History

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Product Overview

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Automated HDL Code Generation in the Hardware Development Process

Simulink® HDL Coder™ software lets you generate hardware description language (HDL) code based on Simulink® models and Stateflow® finite-state machines. The coder brings the Model-Based Design approach into the domain of application-specific integrated circuit (ASIC) and field programmable gate array (FPGA) development. Using the coder, system architects and designers can spend more time on fine-tuning algorithms and models through rapid prototyping and experimentation and less time on HDL coding.

Typically, you use a Simulink model to simulate a design intended for realization as an ASIC or FPGA. Once satisfied that the model meets design requirements, you run the Simulink HDL Coder compatibility checker utility to examine model semantics and blocks for HDL code generation compatibility. You then invoke the coder, using either the command line or the graphical user interface. The coder generates VHDL or Verilog code that implements the design embodied in the model.

Usually, you also generate a corresponding test bench. You can use the test bench with HDL simulation tools to drive the generated HDL code and evaluate its behavior. The coder generates scripts that automate the process of compiling and simulating your code in these tools. You can also use EDA Simulator Link™, software from MathWorks® to cosimulate generated HDL entities within a Simulink model.

The test bench feature increases confidence in the correctness of the generated code and saves time spent on test bench implementation. The design and test process is fully iterative. At any point, you can return to the original model, make modifications, and regenerate code.

When the design and test phase of the project has been completed, you can easily export the generated HDL code to synthesis and layout tools for hardware realization. The coder generates synthesis scripts for the Synplify® family of synthesis tools.

Extending the Code Generation Process

There are a number of ways to extend the code generation process.

You can direct many details of the code generation process by setting code generation options in the **HDL Code Generation** pane of the Configuration Parameters dialog box or the Model Explorer. You can also set code generation options as parameter/value pairs passed to the `makehdl` and `makehdltb` functions.

You can also specify how code is generated for a selected block or sets of blocks within the model. The coder provides alternate HDL *block implementations* for a variety of blocks. The **HDL Block Properties** dialog box lets you select from among implementations optimized for characteristics such as speed, chip area, or low latency. The **HDL Block Properties** dialog box also lets you set *implementation parameters* that specify further details of the code generated for a block.

You can also select implementations and apply implementation parameters to large groups of blocks programmatically. The coder provides utility functions such as `hdlfind_system` and `hdlset_param` for this purpose.

In some cases, block-specific optimizations may introduce latencies (delays) or numeric computations (for example, saturation or rounding operations) in the generated code that are not in the original model. To help you evaluate such cases, the coder creates a *generated model* — a Simulink model that corresponds exactly to the generated HDL code. This generated model lets you run simulations that produce results that are bit-true to the HDL code, and whose timing is cycle-accurate with respect to the HDL code.

You can interface generated HDL code to existing or legacy HDL code. One way to do this is to use a subsystem in your model as a placeholder for an HDL entity, and generate a *black box* interface (comprising I/O port definitions only) to that entity. Another way is to generate a cosimulation interface by placing an HDL Cosimulation block in your model.

Summary of Key Features

- Generation of target-independent, synthesizable HDL code from Simulink models, MATLAB code, and Stateflow charts

- Support for Mealy and Moore finite-state machines and control logic implementations

- Generation of test benches and EDA Simulator Link cosimulation models

- Resource sharing and subsystem-level retiming options for area-speed tradeoffs

- Simulink model optimization using timing constraint information and HDL synthesis tools

- Code-to-model and model-to-code traceability for DO-254

- Legacy code integration

Expected Users and Prerequisites

Users of this product are system and hardware architects and designers who develop, optimize, and verify ASICs or FPGAs. These designers are experienced with VHDL or Verilog but can benefit from automated HDL code generation.

Users are expected to have prerequisite knowledge in the following areas:

- Hardware design and system integration
- VHDL or Verilog
- MATLAB®
- Simulink
- Simulink® Fixed Point™
- DSP System Toolbox™
- HDL simulators, such as the Mentor Graphics® ModelSim® simulator or Cadence Incisive® simulator
- Synthesis tools, such as Synplify

Software Requirements and Installation

In this section...

Software Requirements

The coder requires the following MathWorks software:

- MATLAB
- Simulink
- Simulink Fixed Point
- Fixed-Point Toolbox™

The following related products are recommended for use with the coder:

- Stateflow
- DSP System Toolbox (This software is required for generating HDL code for the Digital Filter block in certain cases. See "Summary of Block Implementations" on page 5-3.)
- EDA Simulator Link
- Signal Processing Toolbox™
- DSP System Toolbox

Software Requirements for Demos

To operate some demos shipped with this release, the following related products are required:

- DSP System Toolbox
- Filter Design HDL Coder™
- EDA Simulator Link

- Communications System Toolbox™(required to use Viterbi Decoder demo)

- Image Processing Toolbox™ (required to use Image Reconstruction demos)

VHDL and Verilog Language Support

Before installing the coder , make sure that you have compatible compilers and other tools. Generated code is compatible with HDL compilers, simulators and other tools that support:

- VHDL versions 93 and 02

- Verilog-2001 (IEEE 1364-2001) or later

Installing the Software

For information on installing the required software listed previously, and optional software, see the MATLAB installation documentation.

After completing your installation:

- Read "Before You Generate Code" on page 2-2 to learn about recommended practices for ensuring that your models are compatible with HDL code generation.

- Work through the examples in Chapter 2, "Introduction to HDL Code Generation" to acquaint yourself with the operation of the product.

Available Help and Demos

In this section...
"Online Help" on page 1-8
"Demos" on page 1-8

Online Help

The following online help is available:

- Online help is available in the MATLAB Help browser. Click the **Simulink HDL Coder** product link in the browser's Contents pane.

- To view documentation in PDF format, click the **Simulink HDL Coder > Printable Documentation (PDF)** link in the browser's Contents pane.

- Command-line help for the functions makehdl, makehdltb, checkhdl, hdllib, and hdlsetup is available through the doc and help commands. For example:

  ```
  help makehdl
  ```

Demos

To access models demonstrating aspects of HDL code generation:

1 In the command-line window, type the following command:

  ```
  demos
  ```

  The **Help** window opens.

2 In the **Demos** pane on the left, select **Simulink > Simulink HDL Coder**.

3 The right pane displays hyperlinks to the available demos. Click the link to the desired demo and follow the demo instructions.

2

Introduction to HDL Code Generation

Before You Generate Code

The exercises in this introduction use a preconfigured demo model. All blocks in this demo model support HDL code generation, and the parameters of the model itself have been configured properly for HDL code generation.

After you complete the exercises, you will probably proceed to generating HDL code from your existing models, or newly constructed models. Before you generate HDL code from your own models, you should do the following to ensure that your models are HDL code generation compatible:

- Use the `hdllib` utility to create a library of all blocks that are currently supported for HDL code generation, as described in "Supported Blocks Library" on page 10-35. By constructing models with blocks from this library, you can ensure HDL compatibility for all your models.

  The set of supported blocks will change in future releases, so you should rebuild your supported blocks library each time you install a new version of this product.

- Use the **Run Compatibility Checker** option (described in "Selecting and Checking a Subsystem for HDL Compatibility" on page 2-23) to check HDL compatibility of your model or DUT and generate an HDL Code Generation Check Report.

  Alternatively, you can invoke the `checkhdl` function (see `checkhdl`) to run the compatibility checker.

- Before generating code, use the `hdlsetup` utility (described in "Initializing Model Parameters with hdlsetup" on page 2-8) to set up your model for HDL code generation quickly and consistently.

Overview of Exercises

The coder supports HDL code generation in your choice of environments:

- The MATLAB Command Window supports code generation using the `makehdl`, `makehdltb`, and other functions.
- The Simulink GUI (the Configuration Parameters dialog box and/or Model Explorer) provides an integrated view of the model simulation parameters and HDL code generation parameters and functions.

The hands-on exercises in this chapter introduce you to the mechanics of generating and simulating HDL code, using the same model to generate code in both environments. In a series of steps, you will

- Configure a simple model for code generation.
- Generate VHDL code from a subsystem of the model.
- Generate a VHDL test bench and scripts for the Mentor Graphics ModelSim simulator to drive a simulation of the model.
- Compile and execute the model and test bench code in the simulator.
- Generate and simulate Verilog code from the same model.
- Check a model for compatibility with the coder.

The sfir_fixed Demo Model

These exercises use the sfir_fixed demo model as a source model for HDL code generation. The model simulates a symmetric finite impulse response (FIR) filter algorithm, implemented with fixed-point arithmetic. The following figure shows the top level of the model.
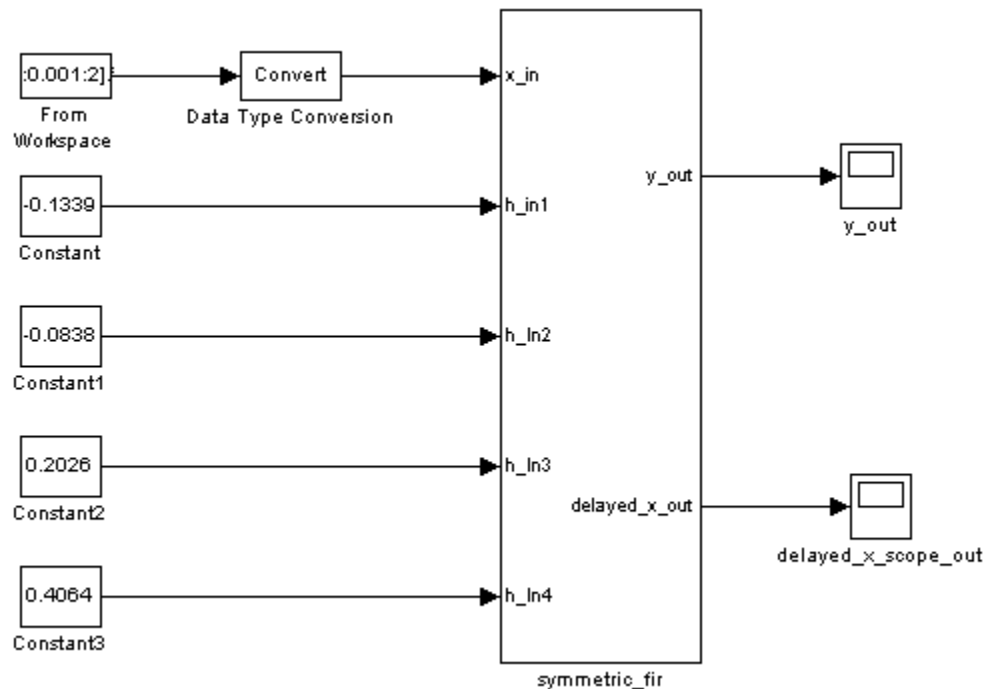
This model employs a division of labor that is useful in HDL design:

- The symmetric_fir subsystem, which implements the filter algorithm, is the device under test (DUT). An HDL entity will be generated, tested, and eventually synthesized from this subsystem.

- The top-level model components that drive the subsystem work as a test bench.

The top-level model generates 16-bit fixed-point input signals for the symmetric_fir subsystem. The Signal From Workspace block generates a test input (stimulus) signal for the filter. The four Constant blocks provide filter coefficients.

The Scope blocks are used in simulation only. They are virtual blocks, and do not generate any HDL code.

The following figure shows the symmetric_fir subsystem.
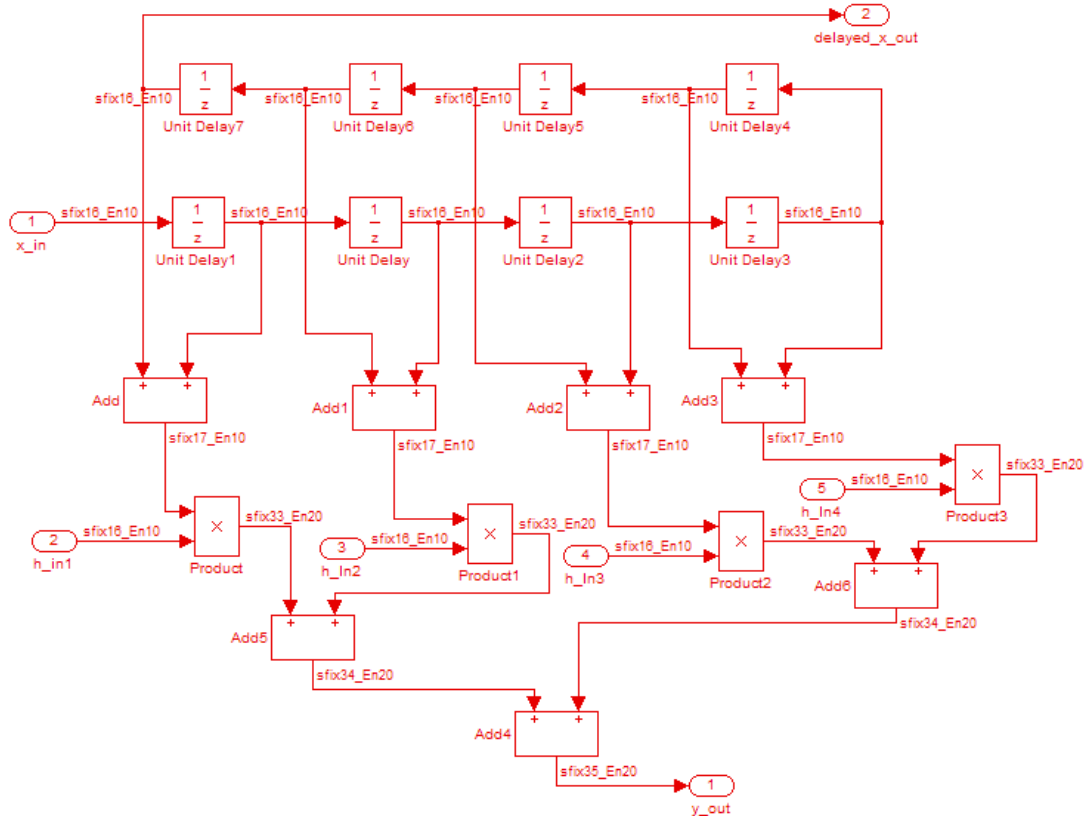
Appropriate fixed-point data types propagate throughout the subsystem. Inputs inherit the data types of the signals presented to them. Where required, internal rules of the blocks determine the correct output data type, given the input data types and the operation performed (for example, the Product blocks).

The filter outputs a fixed-point result at the `y_out` port, and also replicates its input (after passing it through several delay stages) at the `delayed_x_out` port.

In the exercises that follow, you generate VHDL code that implements the `symmetric_fir` subsystem as an entity. You then generate a test bench from the top-level model. The test bench drives the generated entity, for the required number of clock steps, with stimulus data generated from the Signal From Workspace block.

Generating HDL Code Using the Command Line Interface

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"Creating a Folder and Local Model File" on page 2-7
"Initializing Model Parameters with hdlsetup" on page 2-8
"Generating a VHDL Entity from a Subsystem" on page 2-10
"Generating VHDL Test Bench Code" on page 2-12
"Verifying Generated Code" on page 2-13
"Generating a Verilog Module and Test Bench" on page 2-14

Overview

This exercise provides a step-by-step introduction to code and test bench generation commands, their arguments, and the files created by the code generator. The exercise assumes that you have familiarized yourself with the demo model (see "The sfir_fixed Demo Model" on page 2-4).

Creating a Folder and Local Model File

Make a local copy of the demo model and store it in a working folder, as follows.

1 Start the MATLAB software.

2 Create a folder named sl_hdlcoder_work, for example:

```
mkdir C:\work\sl_hdlcoder_work
```

The sl_hdlcoder_work folder will store a local copy of the demo model and to store folders and code generated by the coder. The location of the folder does not matter, except that it should not be within the MATLAB tree.

3 Make the sl_hdlcoder_work folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

4 To open the demo model, type the following command at the MATLAB prompt:

```
demos
```

5 The **Help** window opens. In the **Demos** pane on the left, click the + for **Simulink**. Then click the + for **Simulink HDL Coder**. Then double-click the list entry for the Symmetric FIR Filter Demo.

The sfir_fixed model opens.

6 Select **Save As** from the Simulink **File** menu and save a local copy of sfir_fixed.mdl. to your working folder.

7 Leave the sfir_fixed model open and proceed to the next section.

Initializing Model Parameters with hdlsetup

Before generating code, you must set some parameters of the model. Rather than doing this manually, use the hdlsetup command. The hdlsetup command uses the set_param function to set up models for HDL code generation quickly and consistently.

To set the model parameters:

1 At the MATLAB command prompt, type

```
hdlsetup('sfir_fixed')
```

2 Select **Save** from the **File** menu, to save the model with its new settings.

Before continuing with code generation, consider the settings that hdlsetup applies to the model.

hdlsetup configures the **Solver** options that are recommended or required by the coder. These are

- **Type**: Fixed-step. (The coder currently supports variable-step solvers under limited conditions. See hdlsetup.)

- **Solver**: `Discrete (no continuous states)`. Other fixed-step solvers could be selected, but this option is usually the correct one for simulating discrete systems.

- **Tasking mode**: `SingleTasking`. The coder does not currently support models that execute in multitasking mode.

  Do not set **Tasking mode** to `Auto`.

`hdlsetup` also configures the model start and stop times and fixed-step size as follows:

- **Start Time**: `0.0` s
- **Stop Time**: `10` s
- **Fixed step size (fundamental periodic sample time)** : `auto`

If **Fixed step size** is set to `auto` the step size is chosen automatically, based on the sample times specified in the model. In the demo model, only the Signal From Workspace block specifies an explicit sample time (1 s); all other blocks inherit this sample time.

The model start and stop times determine the total simulation time. This in turn determines the size of data arrays that are generated to provide stimulus and output data for generated test benches. For the demo model, computation of 10 seconds of test data does not take a significant amount of time. Computation of sample values for more complex models can be time consuming. In such cases, you may want to decrease the total simulation time.

The remaining parameters set by `hdlsetup` affect error severity levels, data logging, and model display options. If you want to view the complete set of model parameters affected by `hdlsetup`, open `hdlsetup.m` in the MATLAB Editor.

The model parameter settings provided by `hdlsetup` are intended as useful defaults, but they may not be appropriate for all your applications. For example, `hdlsetup` sets a default **Simulation stop time** of 10 s. A total simulation time of 1000 s would be more realistic for a test of the `sfir_fixed` demo model. If you would like to change the simulation time, enter the desired value into the **Simulation stop time** field of the Simulink window.

See the "Model Parameters" table in the "Model and Block Parameters" section of the Simulink documentation for a summary of user-settable model parameters.

Generating a VHDL Entity from a Subsystem

In this section, you will use the makehdl function to generate code for a VHDL entity from the symmetric_fir subsystem of the demo model. makehdl also generates script files for third-party HDL simulation and synthesis tools.

makehdl lets you specify numerous properties that control various features of the generated code. In this example, you will use defaults for all makehdl properties.

Before generating code, make sure that you have completed the steps described in "Creating a Folder and Local Model File" on page 2-7 and "Initializing Model Parameters with hdlsetup" on page 2-8.

To generate code:

1 Select **Current Folder** from the **Desktop** menu in the MATLAB window. This displays the MATLAB Current Folder browser, which lets you easily access your working folder and the files that will be generated within it.

2 At the MATLAB prompt, type the command

```
makehdl('sfir_fixed/symmetric_fir')
```

This command directs the coder to generate code from the symmetric_fir subsystem within the sfir_fixed model, using default values for all properties.

3 As code generation proceeds, the coder displays progress messages. The process should complete successfully with the message

```
### HDL Code Generation Complete.
```

Observe that the names of generated files in the progress messages are hyperlinked. After code generation completes, you can click these hyperlinks to view the files in the MATLAB Editor.

makehdl compiles the model before generating code. Depending on model display options (such as port data types, etc.), the appearance of the model may change after code generation.

4 By default, makehdl generates VHDL code. Code files and scripts are written to a *target folder*. The default target folder is a subfolder of your working folder, named hdlsrc.

A folder icon for the hdlsrc folder is now visible in the Current Folder browser. To view generated code and script files, double-click the hdlsrc folder icon.

5 The files that makehdl has generated in the hdlsrc folder are

- symmetric_fir.vhd: VHDL code. This file contains an entity definition and RTL architecture implementing the symmetric_fir filter.

- symmetric_fir_compile.do: Mentor Graphics ModelSim compilation script (vcom command) to compile the generated VHDL code.

- symmetric_fir_synplify.tcl: Synplify synthesis script

- symmetric_fir_map.txt: Mapping file. This report file maps generated entities (or modules) to the subsystems that generated them (see "Code Tracing Using the Mapping File" on page 10-37).

6 To view the generated VHDL code in the MATLAB Editor, double-click the symmetric_fir.vhd file icon in the Current Folder browser.

At this point it is suggested that you study the ENTITY and ARCHITECTURE definitions while referring to "HDL Code Generation Defaults" on page 20-33 in the makehdl reference documentation. The reference documentation describes the default naming conventions and correspondences between the elements of a model (subsystems, ports, signals, etc.) and elements of generated HDL code.

7 Before proceeding to the next section, close any files you have opened in the editor. Then, click the Go Up One Level button in the Current Folder browser, to set the current folder back to your sl_hdlcoder_work folder.

8 Leave the sfir_fixed model open and proceed to the next section.

Generating VHDL Test Bench Code

In this section, you use the test bench generation function, `makehdltb`, to generate a VHDL test bench. The test bench is designed to drive and verify the operation of the `symmetric_fir` entity that was generated in the previous section. A generated test bench includes

- Stimulus data generated by signal sources connected to the entity under test.

- Output data generated by the entity under test. During a test bench run, this data is compared to the outputs of the VHDL model, for verification purposes.

- Clock, reset, and clock enable inputs to drive the entity under test.

- A component instantiation of the entity under test.

- Code to drive the entity under test and compare its outputs to the expected data.

In addition, `makehdltb` generates Mentor Graphics ModelSim scripts to compile and execute the test bench.

This exercise assumes that your working folder is the same as that used in the previous section. This folder now contains an `hdlsrc` folder containing the previously generated code.

To generate a test bench:

1 At the MATLAB prompt, type the command

```
makehdltb('sfir_fixed/symmetric_fir')
```

This command generates a test bench that is designed to interface to and validate code generated from `symmetric_fir` (or from a subsystem with a functionally identical interface). By default, VHDL test bench code, as well as scripts, are generated in the `hdlsrc` target folder.

2 As test bench generation proceeds, the coder displays progress messages. The process should complete successfully with the message

```
### HDL TestBench Generation Complete.
```

3 To view generated test bench and script files, double-click the `hdlsrc` folder icon in the Current Folder browser. Alternatively, you can click the hyperlinked names of generated files in the code test bench generation progress messages.

The files generated by `makehdltb` are:

- `symmetric_fir_tb.vhd`: VHDL test bench code and generated test and output data.

- `symmetric_fir_tb_compile.do`: Mentor Graphics ModelSim compilation script (`vcom` commands). This script compiles and loads both the entity to be tested (`symmetric_fir.vhd`) and the test bench code (`symmetric_fir_tb.vhd`).

- `symmetric_fir_tb_sim.do`: Mentor Graphics ModelSim script to initialize the simulator, set up **wave** window signal displays, and run a simulation.

4 If you want to view the generated test bench code in the MATLAB Editor, double-click the `symmetric_fir.vhd` file icon in the Current Folder browser. You may want to study the code while referring to the `makehdltb` reference documentation, which describes the default actions of the test bench generator.

5 Before proceeding to the next section, close any files you have opened in the editor. Then, click the Go Up One Level button in the Current Folder browser, to set the current folder back to your `sl_hdlcoder_work` folder.

Verifying Generated Code

You can now take the previously generated code and test bench to an HDL simulator for simulated execution and verification of results. See "Simulating and Verifying Generated HDL Code" on page 2-30 for an example of how to use generated test bench and script files with the Mentor Graphics ModelSim simulator.

Generating a Verilog Module and Test Bench

The procedures for generating Verilog code differ only slightly from those for generating VHDL code. This section provides an overview of the command syntax and the generated files.

Generating a Verilog Module

By default, `makehdl` generates VHDL code. To override the default and generate Verilog code, you must pass in a property/value pair to `makehdl`, setting the `TargetLanguage` property to `'verilog'`, as in this example.

```
makehdl('sfir_fixed/symmetric_fir','TargetLanguage','verilog')
```

The previous command generates Verilog source code, as well as scripts for the simulation and the synthesis tools, in the default target folder, `hdlsrc`.

The files generated by this example command are:

- `symmetric_fir.v`: Verilog code. This file contains a Verilog module implementing the `symmetric_fir` subsystem.

- `symmetric_fir_compile.do`: Mentor Graphics ModelSim compilation script (`vlog` command) to compile the generated Verilog code.

- `symmetric_fir_synplify.tcl`: Synplify synthesis script.

- `symmetric_fir_map.txt.`: Mapping file. This report file maps generated entities (or modules) to the subsystems that generated them (see "Code Tracing Using the Mapping File" on page 10-37).

Generating and Executing a Verilog Test Bench

The `makehdltb` syntax for overriding the target language is exactly the same as that for `makehdl`. The following example generates Verilog test bench code to drive the Verilog module, `symmetric_fir`, in the default target folder.

```
makehdltb('sfir_fixed/symmetric_fir','TargetLanguage','verilog')
```

The files generated by this example command are

- `symmetric_fir_tb.v`: Verilog test bench code and generated test and output data.

- `symmetric_fir_tb_compile.do`: Mentor Graphics ModelSim compilation script (`vlog` commands). This script compiles and loads both the entity to be tested (`symmetric_fir.v`) and the test bench code (`symmetric_fir_tb.v`).

- `symmetric_fir_tb_sim.do`: Mentor Graphics ModelSim script to initialize the simulator, set up **wave** window signal displays, and run a simulation.

The following listing shows the commands and responses from a test bench session using the generated scripts:

```
ModelSim>vlib work
ModelSim> do symmetric_fir_tb_compile.do
# Model Technology ModelSim SE vlog 6.0 Compiler 2004.08 Aug 19 2004
# -- Compiling module symmetric_fir
#
# Top level modules:
#   symmetric_fir
# Model Technology ModelSim SE vlog 6.0 Compiler 2004.08 Aug 19 2004
# -- Compiling module symmetric_fir_tb
#
# Top level modules:
#   symmetric_fir_tb
ModelSim>do symmetric_fir_tb_sim.do
# vsim work.symmetric_fir_tb
# Loading work.symmetric_fir_tb
# Loading work.symmetric_fir
# **** Test Complete. ****
# Break at
C:/work/sl_hdlcoder_work/vlog_code/symmetric_fir_tb.v line 142
# Simulation Breakpoint:Break at
C:/work/sl_hdlcoder_work/vlog_code/symmetric_fir_tb.v line 142
# MACRO ./symmetric_fir_tb_sim.do PAUSED at line 14
```
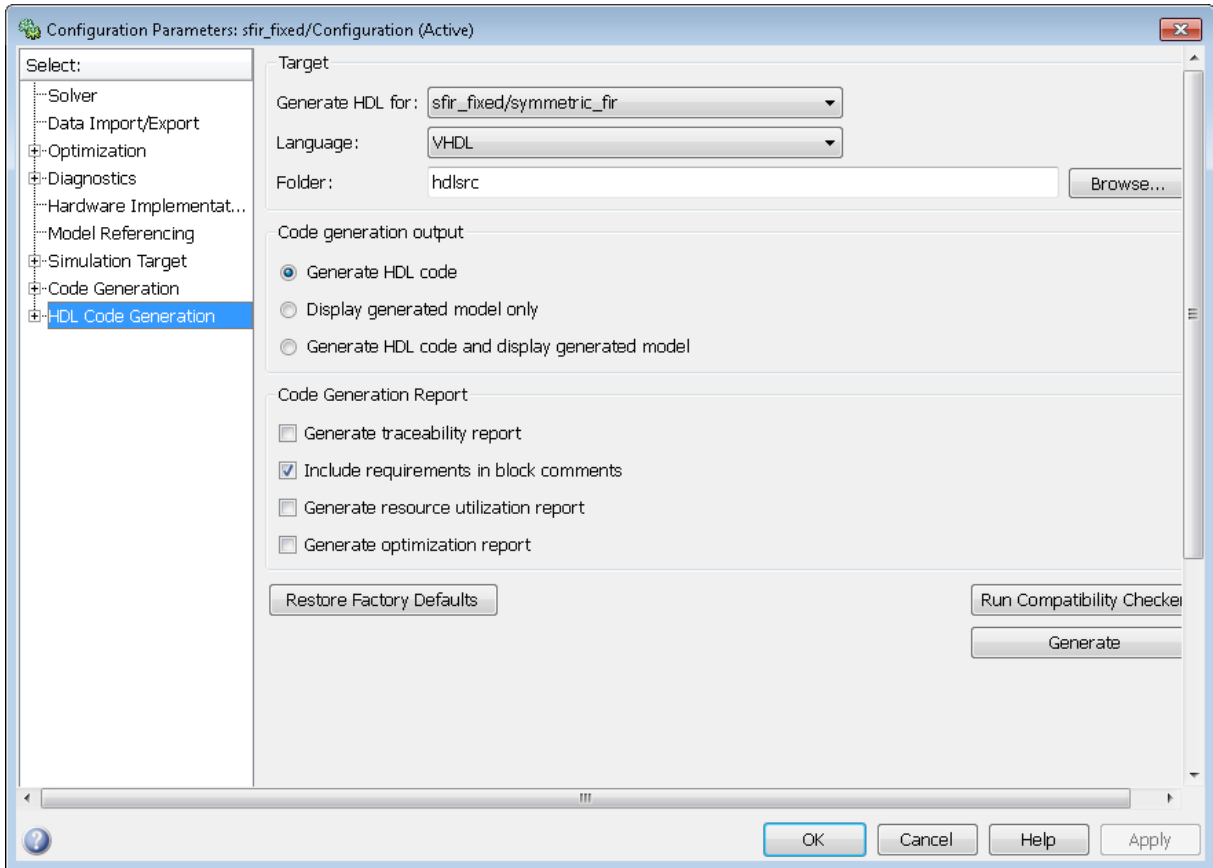
Generating HDL Code Using the GUI

Simulink HDL Coder GUI Overview

You can view and edit options and parameters that affect HDL code generation in the Configuration Parameters dialog box, or in the Model Explorer.

The following figure shows the top-level **HDL Code Generation** pane in the Configuration Parameters dialog box.

The following figure shows the top-level **HDL Code Generation** options pane as displayed in the Model Explorer.
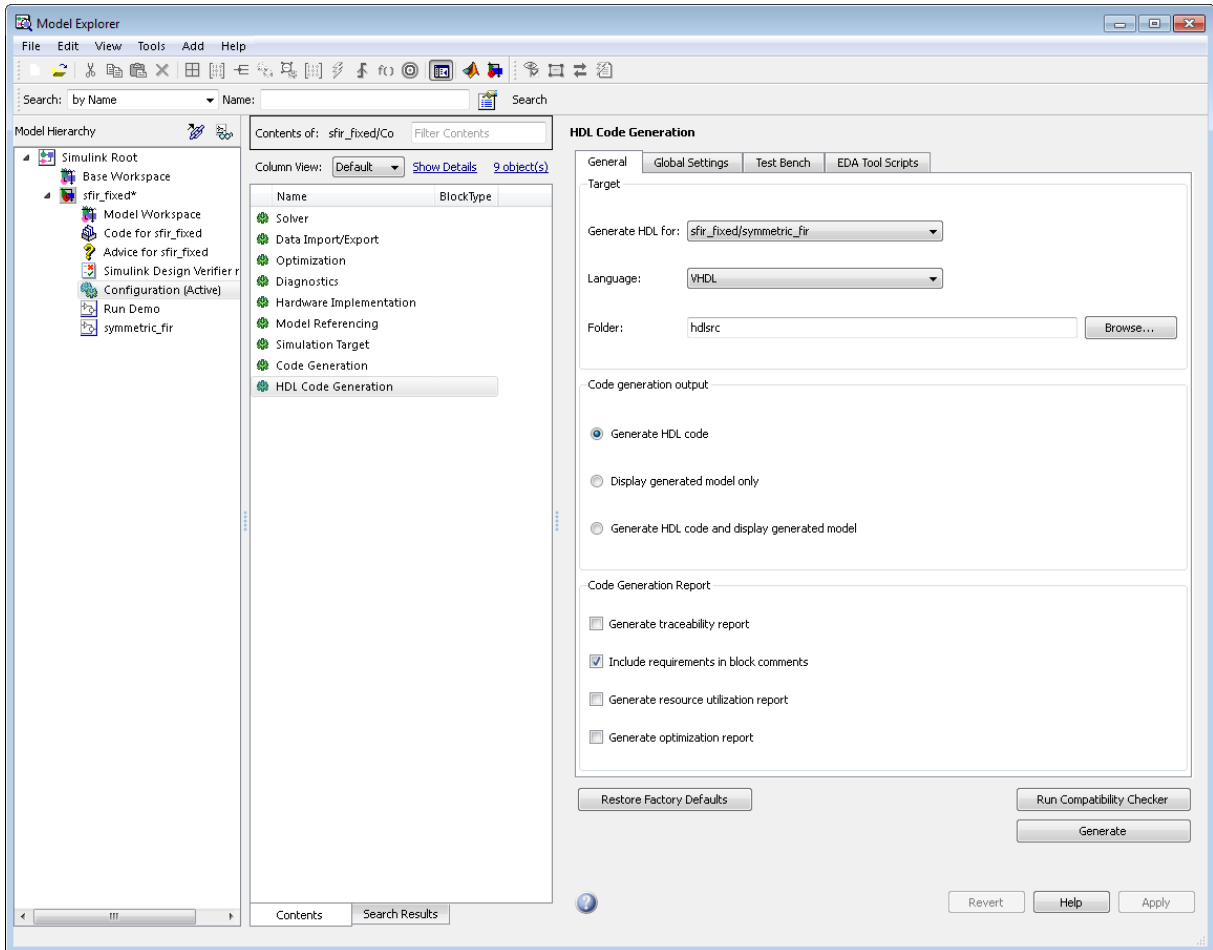
If you are not familiar with Simulink configuration sets, or how to view and edit them in the Configuration Parameters dialog box, see the following documentation:

- "Setting Up Configuration Sets"
- "Configuration Parameters Dialog Box"

If you are not familiar with the Model Explorer, see "Exploring, Searching, and Browsing Models".

In the hands-on code generation exercises that follow, you use the Configuration Parameters dialog box to view and set the coder options and controls. The exercises use the `sfir_fixed` demo model (see "The sfir_fixed Demo Model" on page 2-4) in basic code generation and verification steps.

Creating a Folder and Local Model File

In this section you will setup the folder and a local copy of the demo model.

Creating a Folder

Start by setting up a working folder:

1 Start MATLAB.

2 Create a folder named `sl_hdlcoder_work`, for example:

```
mkdir C:\work\sl_hdlcoder_work
```

You will use `sl_hdlcoder_work` to store a local copy of the demo model and to store folders and code generated by the coder. The location of the folder does not matter, except that it should not be within the MATLAB folder tree.

3 Make the `sl_hdlcoder_work` folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

Making a Local Copy of the Model File

Next, make a copy of the `sfir_fixed` model:

1 To open the model, type the following command at the MATLAB prompt:

```
sfir_fixed
```

2 Save a local copy of `sfir_fixed.mdl` to your working folder.

3 Leave the sfir_fixed model open and proceed to the next section.

Viewing Coder Options in the Configuration Parameters Dialog Box

The coder option settings are displayed as a category of the model's active configuration set. You can view and edit these options in the Configuration Parameters dialog box, or in the Model Explorer. This discussion uses the Configuration Parameters dialog box.

To access the coder settings:

1 Open the Configuration Parameters dialog box.

2 Select the **HDL Code Generation** pane.
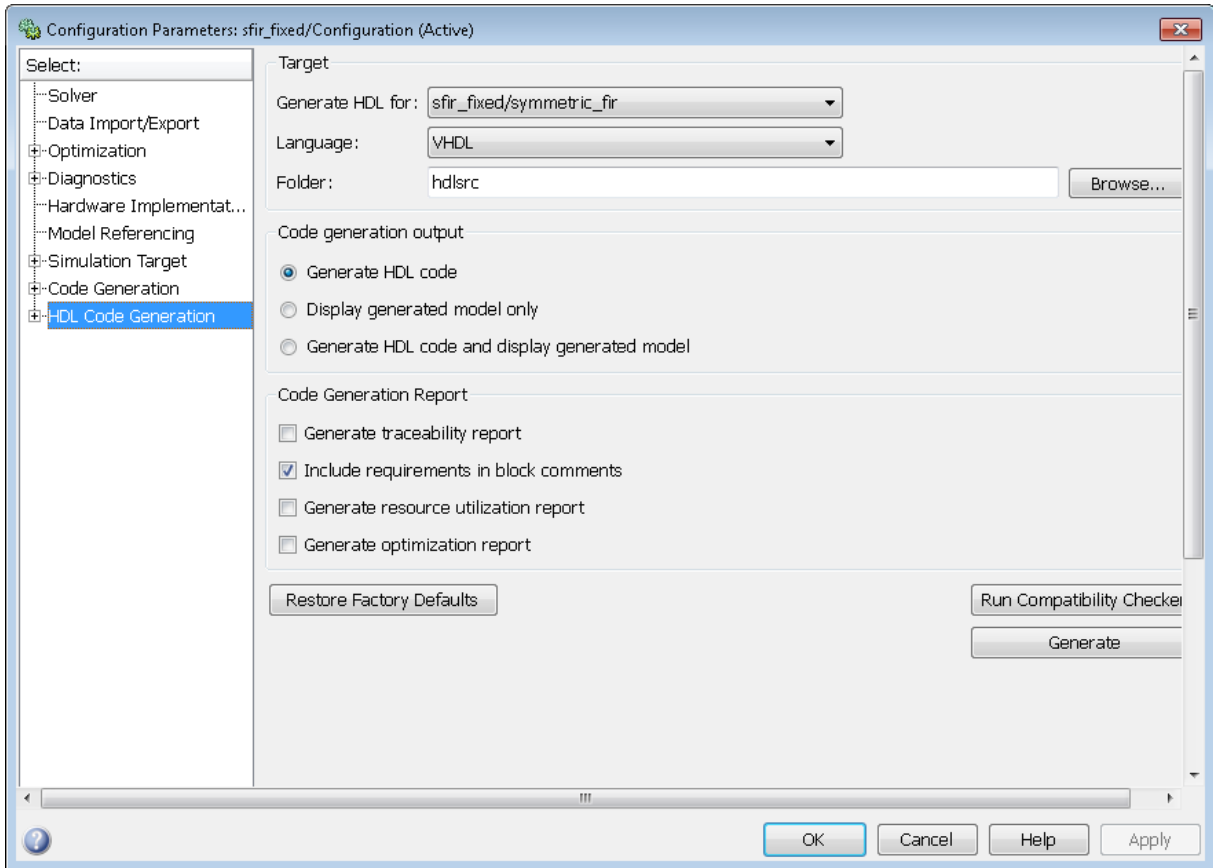
The **HDL Code Generation** pane contains top-level options and buttons that control the HDL code generation process. Several other categories of options are available under the **HDL Code Generation** entry in the **Select** tree. This exercise uses a small subset of these options, leaving the others at their default settings.

Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes" summarizes all the options available in the **HDL Code Generation** category.

Initializing Model Parameters with hdlsetup

Before generating code, you must set some parameters of the model. Rather than doing this manually, use the `hdlsetup` command. The `hdlsetup` command uses the `set_param` function to set up models for HDL code generation quickly and consistently.

To set the model parameters:

1 At the MATLAB command prompt, type:

```
hdlsetup('sfir_fixed')
```

2 Save the model with its new settings.

Before continuing with code generation, consider the settings that `hdlsetup` applies to the model.

`hdlsetup` configures **Solver** options that are recommended or required by the coder. These options are:

- **Type**: `Fixed-step`. (The coder currently supports variable-step solvers under limited conditions. See `hdlsetup`.)

- **Solver**: `Discrete (no continuous states)`. Other fixed-step solvers could be selected, but this option is usually the correct one for simulating discrete systems.

- **Tasking mode**: `SingleTasking`. The coder does not currently support models that execute in multitasking mode.

  Do not set **Tasking mode** to `Auto`.

`hdlsetup` also configures the model start and stop times and fixed-step size as follows:

- **Start Time**: `0.0` s
- **Stop Time**: `10` s
- **Fixed step size (fundamental periodic sample time)**: `auto`

If **Fixed step size** is set to `auto` the step size is chosen automatically, based on the sample times specified in the model. In the demo model, only the Signal From Workspace block specifies an explicit sample time (1 s); all other blocks inherit this sample time.

The model start and stop times determine the total simulation time. This in turn determines the size of data arrays that are generated to provide stimulus and output data for generated test benches. For the demo model, computation of 10 seconds of test data does not take a significant amount of time. Computation of sample values for more complex models can be time consuming. In such cases, you may want to decrease the total simulation time.

The remaining parameters set by `hdlsetup` affect error severity levels, data logging, and model display options. If you want to view the complete set of model parameters affected by `hdlsetup`, open `hdlsetup.m` in the MATLAB Editor.

The model parameter settings provided by `hdlsetup` are intended as useful defaults, but they may not be appropriate for all your applications. For example, `hdlsetup` sets a default **Simulation stop time** of 10 s. A total simulation time of 1000 s would be more realistic for a test of the `sfir_fixed` demo model. If you would like to change the simulation time, enter the desired value into the **Simulation stop time** field of the Simulink Editor.

See the "Model Parameters" table in the "Model and Block Parameters" section of the Simulink documentation for a summary of user-settable model parameters.

Selecting and Checking a Subsystem for HDL Compatibility

The coder generates code from either the current model or from a subsystem at the root level of the current model. You use the **Generate HDL for** menu to select the model or subsystem from which code is to be generated. Each entry in the menu shows the full path to the model or one of its subcomponents.

The `sfir_fixed` model is configured with the `sfir_fixed/symmetric_fir` subsystem selected for code generation. If this is not the case, make sure that the `symmetric_fir` subsystem is selected for code generation, as follows:

1 Select `sfir_fixed/symmetric_fir` from the **Generate HDL for** menu.

2 Click **Apply**.

To check HDL compatibility for the subsystem:

1 Click the **Run Compatibility Checker** button.

2 The HDL compatibility checker examines the system selected in the **Generate HDL for** menu for any compatibility problems. In this case, the selected subsystem is fully HDL-compatible, and the compatibility checker displays the following message:

```
### Starting HDL Check.
### HDL Check Complete with 0 errors, warnings and messages.
```

3 The compatibility checker also displays an HTML report in a Web browser, as shown in the following figure.
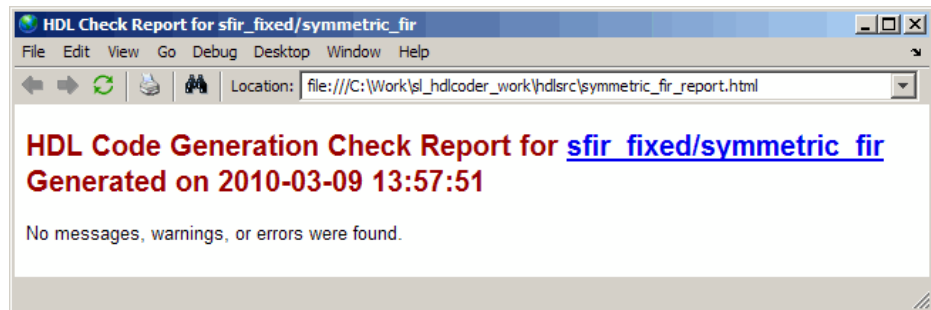
Generating VHDL Code

The top-level **HDL Code Generation** options are now set as follows:

- The **Generate HDL for** field specifies the `sfir_fixed/symmetric_fir` subsystem for code generation.

- The **Language** field specifies (by default) generation of VHDL code.

- The **Folder** field specifies a *target folder* that stores generated code files and scripts. The default target folder is a subfolder of your working folder, named `hdlsrc`.

Before generating code, select **Current Folder** from the **Desktop** menu in the MATLAB window. This displays the Current Folder browser, which lets you access your working folder and the files that will be generated within it.

To generate code:

1 Click the **Generate** button.

2 As code generation proceeds, the coder displays progress messages. The process should complete successfully with the message

```
### HDL Code Generation Complete.
```

Observe that the names of generated files in the progress messages are hyperlinked. After code generation completes, you can click these hyperlinks to view the files in the MATLAB Editor.

The coder compiles the model before generating code. Depending on model display options (such as port data types, etc.), the appearance of the model may change after code generation.

3 A folder icon for the `hdlsrc` folder is now visible in the Current Folder browser. To view generated code and script files, double-click the `hdlsrc` folder icon.

4 The files that were generated in the `hdlsrc` folder are:

- `symmetric_fir.vhd`: VHDL code. This file contains an entity definition and RTL architecture implementing the `symmetric_fir` filter.

- `symmetric_fir_compile.do`: Mentor Graphics ModelSim compilation script (`vcom` command) to compile the generated VHDL code.

- `symmetric_fir_synplify.tcl`: Synplify synthesis script.

- `symmetric_fir_map.txt`: Mapping file. This report file maps generated entities (or modules) to the subsystems that generated them (see "Code Tracing Using the Mapping File" on page 10-37).

5 To view the generated VHDL code in the MATLAB Editor, double-click the `symmetric_fir.vhd` file icon in the Current Folder browser.

At this point it is suggested that you study the `ENTITY` and `ARCHITECTURE` definitions while referring to "HDL Code Generation Defaults" on page 20-33 in the `makehdl` reference documentation. The reference documentation describes the default naming conventions and correspondences between the elements of a model (subsystems, ports, signals, etc.) and elements of generated HDL code.

6 Before proceeding to the next section, close any files you have opened in the editor. Then, click the Go Up One Level button in the Current Folder browser, to set the current folder back to your `sl_hdlcoder_work` folder.

Generating VHDL Test Bench Code

At this point, the **Generate HDL for**, **Language**, and **Folder** fields are set as they were in the previous section. Accordingly, you can now generate VHDL test bench code to drive the VHDL code generated previously for the `sfir_fixed/symmetric_fir` subsystem. The code will be written to the same target folder as before.

To generate a VHDL test bench:

1 Select the **HDL Code Generation > Test Bench** pane.
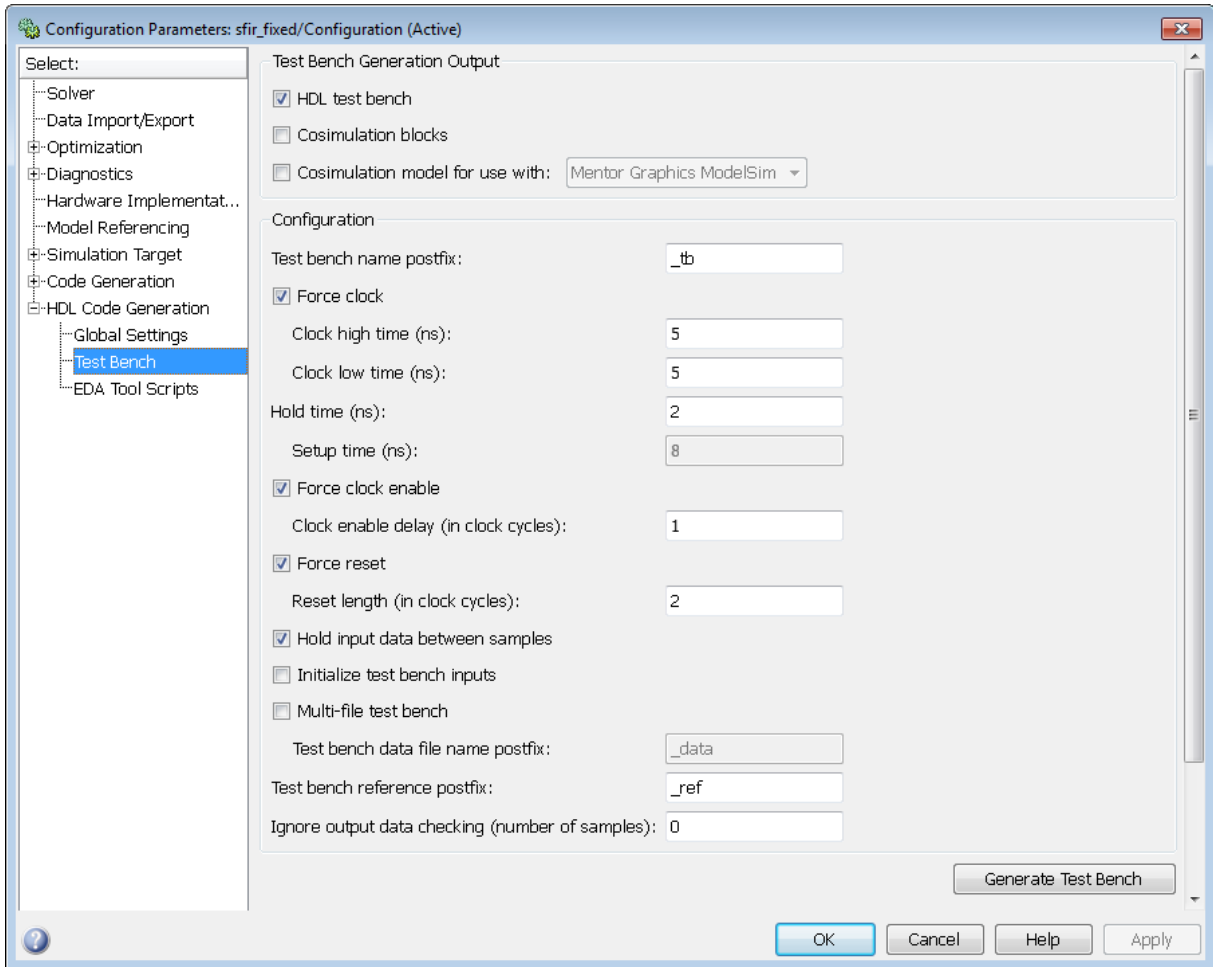
2 Select **HDL test bench**.

3 Click the **Generate Test Bench** button.

4 As test bench generation proceeds, the coder displays progress messages. The process should complete successfully with the message

```
### HDL TestBench Generation Complete.
```

5 The generated files in the `hdlsrc` folder are:
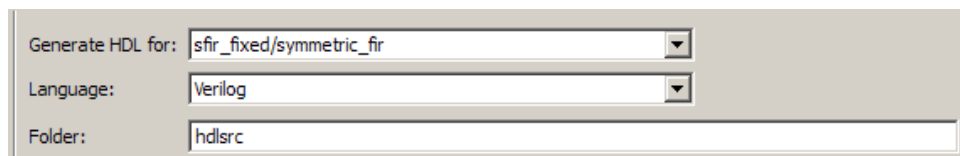
- `symmetric_fir_tb.vhd`: VHDL test bench code, with generated test and output data.

- `symmetric_fir_tb_compile.do`: Mentor Graphics ModelSim compilation script (`vcom` commands). This script compiles and loads the entity to be tested (`symmetric_fir.vhd`) and the test bench code (`symmetric_fir_tb.vhd`).

- `symmetric_fir_tb_sim.do`: Mentor Graphics ModelSim script to initialize the simulator, set up **wave** window signal displays, and run a simulation.

Verifying Generated Code

You can now take the generated code and test bench to an HDL simulator for simulated execution and verification of results. See "Simulating and Verifying Generated HDL Code" on page 2-30 for an example of how to use generated test bench and script files with the Mentor Graphics ModelSim simulator.

Generating Verilog Model and Test Bench Code

The procedure for generating Verilog code is the same as for generating VHDL code (see "Generating a VHDL Entity from a Subsystem" on page 2-10 and "Generating VHDL Test Bench Code" on page 2-12), except that you select `Verilog` from the **Language** field of the **HDL Code Generation** options.

Generate HDL for:	sfir_fixed/symmetric_fir
Language:	Verilog
Folder:	hdlsrc

Simulating and Verifying Generated HDL Code

> **Note** This section requires the use of the Mentor Graphics ModelSim simulator.

This section assumes that you have generated code from the `sfir_fixed` model as described in either of the following exercises:

In this section you compile and run a simulation of the previous generated model and test bench code. The scripts generated by the coder let you do this with just a few simple commands. The procedure is the same, whether you generated code in the command line environment or in the GUI.

To run the simulation:

1 Start the Mentor Graphics ModelSim software.

2 Set the working folder to the folder in which you previously generated code.

```
ModelSim>cd C:/work/sl_hdlcoder_work/hdlsrc
```

3 Use the generated compilation script to compile and load the generated model and text bench code. The following listing shows the command and responses.

```
ModelSim>do symmetric_fir_tb_compile.do
# Model Technology ModelSim SE vcom 6.0 Compiler 2004.08 Aug 19 2004
# -- Loading package standard
# -- Loading package std_logic_1164
# -- Loading package numeric_std
# -- Compiling entity symmetric_fir
# -- Compiling architecture rtl of symmetric_fir
# Model Technology ModelSim SE vcom 6.0 Compiler 2004.08 Aug 19 2004
# -- Loading package standard
# -- Loading package std_logic_1164
```

```
# -- Loading package numeric_std
# -- Compiling package symmetric_fir_tb_pkg
# -- Compiling package body symmetric_fir_tb_pkg
# -- Loading package symmetric_fir_tb_pkg
# -- Loading package symmetric_fir_tb_pkg
# -- Compiling entity symmetric_fir_tb
# -- Compiling architecture rtl of symmetric_fir_tb
# -- Loading entity symmetric_fir
```

4 Use the generated simulation script to execute the simulation. The following listing shows the command and responses. The warning messages are benign.

```
ModelSim>do  symmetric_fir_tb_sim.do
# vsim work.symmetric_fir_tb
# Loading C:\Applications\ModelTech_6_0\win32/../std.standard
# Loading C:\Applications\ModelTech_6_0\win32/../ieee.std_logic_1164(body)
# Loading C:\Applications\ModelTech_6_0\win32/../ieee.numeric_std(body)
# Loading work.symmetric_fir_tb_pkg(body)
# Loading work.symmetric_fir_tb(rtl)
# Loading work.symmetric_fir(rtl)
# ** Warning: NUMERIC_STD."<": metavalue detected, returning FALSE
#    Time: 0 ns  Iteration: 0  Instance: /symmetric_fir_tb
.
.
.
# ** Warning: NUMERIC_STD.TO_INTEGER: metavalue detected, returning 0
#    Time: 0 ns  Iteration: 1  Instance: /symmetric_fir_tb
# ** Note: **************TEST COMPLETED **************
#    Time: 140 ns  Iteration: 1  Instance: /symmetric_fir_tb
```

The test bench termination message indicates that the simulation has run to completion successfully, without any comparison errors.

```
# ** Note: **************TEST COMPLETED **************
```

5 The simulation script displays all inputs and outputs in the model (including the reference signals y_out_ref and delayed_x_out_ref) in the Mentor Graphics ModelSim **wave** window. The following figure shows the signals displayed in the **wave** window.
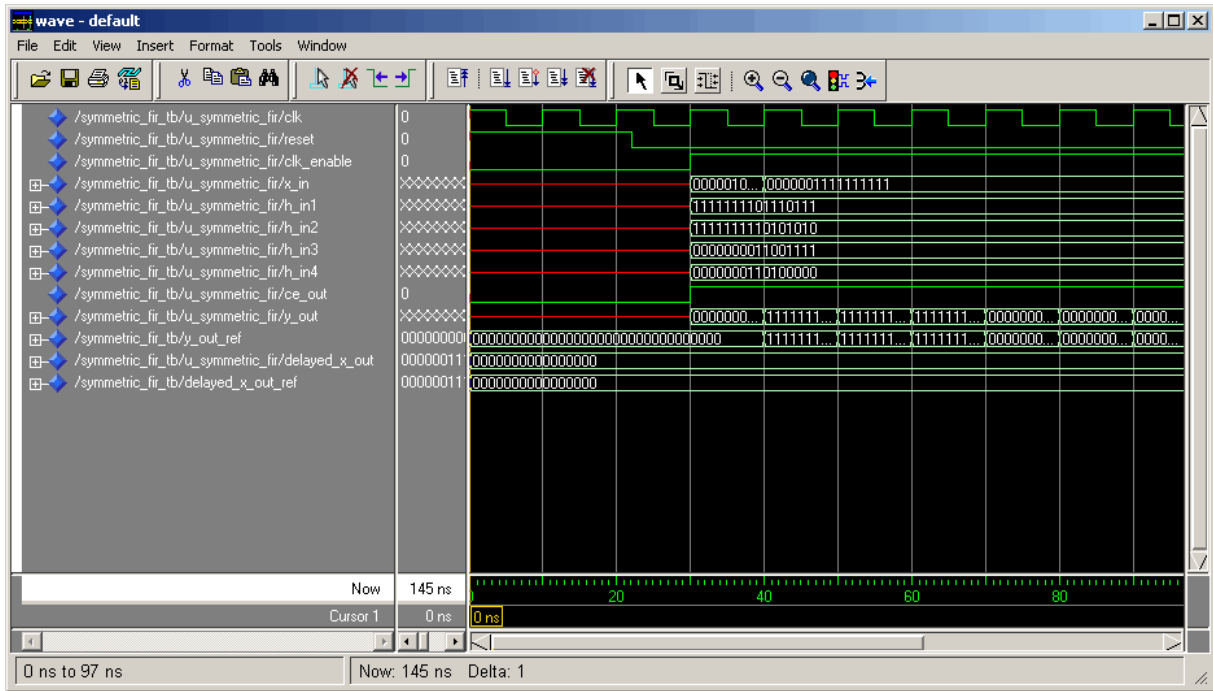
6 Exit the Mentor Graphics ModelSim simulator when you finish viewing signals.

7 Close any files you have opened in the MATLAB Editor. Then, click the **Go Up One Level** button in the Current Folder browser, to set the current folder back to your work folder.

Code Generation Options in the Simulink HDL Coder Dialog Boxes

Viewing and Setting HDL Code Generation Options

HDL Code Generation Options in the Configuration Parameters Dialog Box

The following figure shows the top-level **HDL Code Generation** pane in the Configuration Parameters dialog box. To open this dialog box, select **Simulation > Configuration Parameters** in the Simulink window. Then select **HDL Code Generation** from the list on the left.
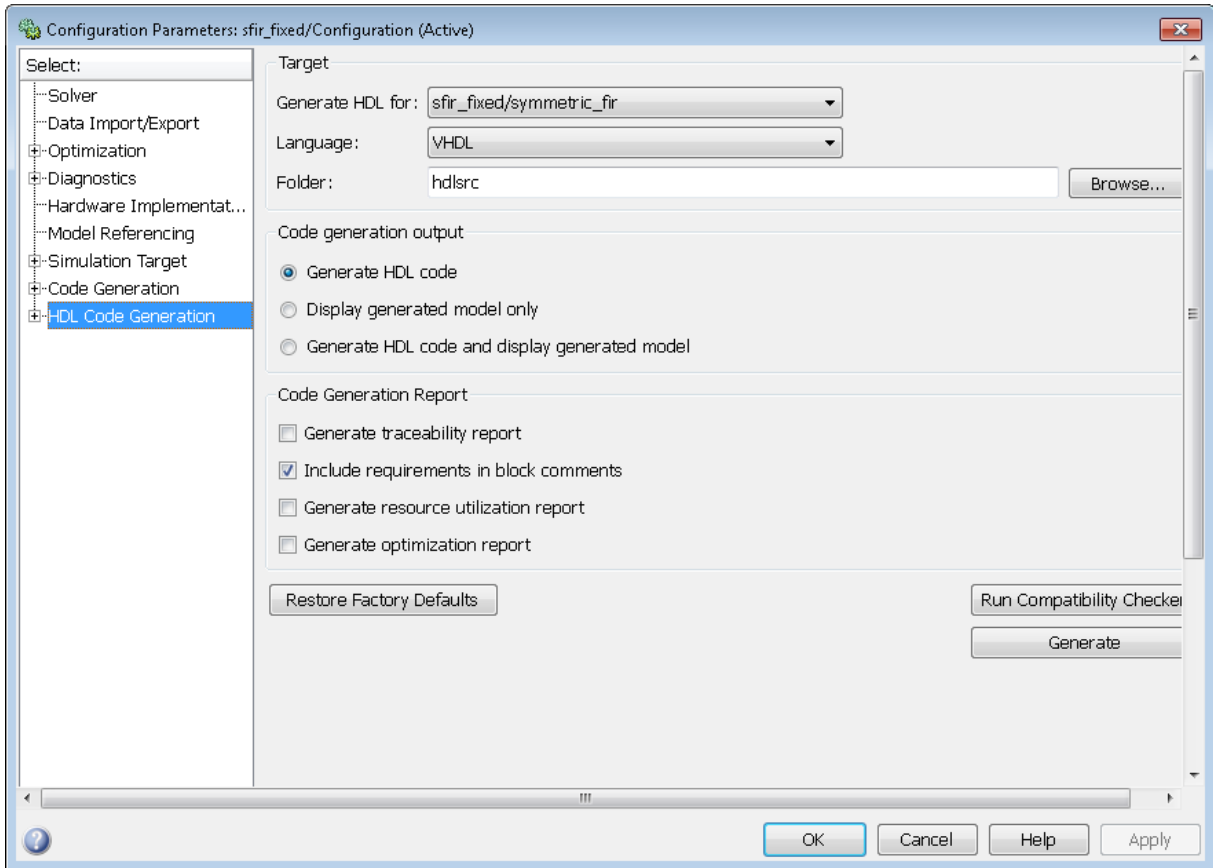
If you are not familiar with Simulink configuration sets and how to view and edit them in the Configuration Parameters dialog box, see the "Setting Up Configuration Sets" and "Configuration Parameters Dialog Box" sections of the Simulink documentation.

Note When the **HDL Code Generation** pane of the Configuration Parameters dialog box appears, clicking the **Help** button displays general help for the Configuration Parameters dialog box.

HDL Code Generation Options in the Model Explorer

The following figure shows the top-level **HDL Code Generation** pane as displayed in the **Dialog** pane of the Model Explorer.

To view this dialog box:

1 Open the Model Explorer.

2 Select your model's active configuration set in the **Model Hierarchy** tree on the left.

3 Select **HDL Code Generation** from the list in the **Contents** pane.
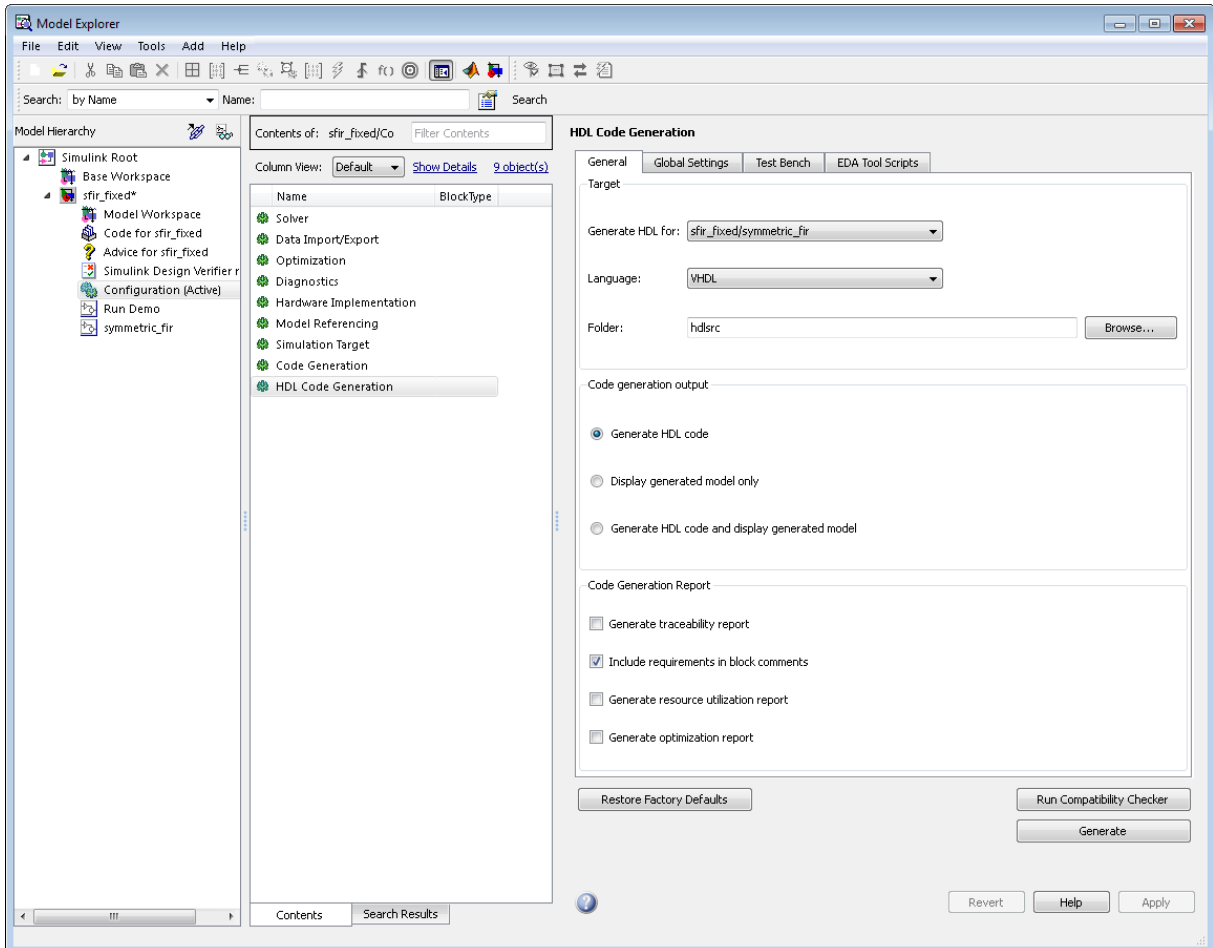
When the **HDL Code Generation** pane is selected in the Model Explorer, clicking the **Help** button displays the documentation specific to the current tab.

If you are not familiar with the Model Explorer, see "Exploring, Searching, and Browsing Models".

HDL Code Generation Tools Menu

The **HDL Code Generation** submenu of the **Tools** menu provides shortcuts to the HDL code generation options. You can also use this menu to initiate code generation.

Options include:

- **HDL Workflow Advisor**: Open the HDL Workflow Advisor. SeeChapter 15, "Using the HDL Workflow Advisor" for more information.

- **Options**: Open the **HDL Code Generation** pane in the Configuration Parameters dialog box.

- **Generate HDL**: Initiate HDL code generation; equivalent to the **Generate** button in the Configuration Parameters dialog box or Model Explorer.

- **Generate Test Bench**: Initiate test bench code generation; equivalent to the **Generate Test Bench** button in the Configuration Parameters dialog box or Model Explorer. If you do not select a subsystem from the top (root) level of the current model in the **Generate HDL for** menu, the **Generate Test Bench** menu option is disabled.

- **Add HDL Coder Configuration to Model** or **Remove HDL Coder Configuration from Model**: The *HDL configuration component* is an internal data structure that the coder creates and attaches to a model. This component lets you view the HDL Code Generation pane in the Configurations Parameters dialog box, and use the **HDL Code Generation** pane to set HDL code generation options. In certain circumstances, you might need to add or remove the HDL Code Generation configuration component to or from a model. Use this option to add or remove the component. See "Adding and Removing the HDL Configuration Component" on page 10-40 for more information.

HDL Code Generation Options in the Block Context Menu

When you right-click any block that the coder supports, the context menu for the block includes an **HDL Code Generation** submenu. The coder enables items in the submenu according to:

- The block type: for subsystems, the menu enables some options that are specific to subsystems.

- Whether or not code and traceability information has been generated for the block or subsystem.

The following summary describes the **HDL Code Generation** submenu options.

Option	Description	Availability
Check Subsystem Compatibility	Runs the HDL compatibility checker (`checkhdl`) on the subsystem.	Available only for subsystems.
Generate HDL for Subsystem	Runs the HDL code generator (`makehdl`) and generates code for the subsystem.	Available only for subsystems.
HDL Coder Properties	Opens the Configuration Parameters dialog box, with the top-level HDL Code Generation pane selected.	Available for blocks or subsystems.
HDL Block Properties	Opens a block properties dialog box for the block or subsystem. See "The HDL Block Properties Dialog Box" on page 3-8 for more information.	Available for blocks or subsystems.
HDL Workflow Advisor	Opens the HDL Workflow Advisor for the subsystem. See Chapter 15, "Using the HDL Workflow Advisor" for more information.	Available only for subsystems.
Navigate to Code	Activates the HTML code generation report window, displaying the beginning of the code generated for the selected block or subsystem. See "Tracing	Enabled when both code and a traceability report have been generated for the block or subsystem.

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Option	Description	Availability
	from Model to Code" on page 10-18 for more information.	

The HDL Block Properties Dialog Box

The coder provides selectable alternate *block implementations* for many block types. Each implementation is optimized for different characteristics, such as speed or chip area. The HDL Properties dialog box lets you choose the implementation for a selected block.

Most block implementations support a number of *implementation parameters* that let you control further details of code generation for the block. The HDL Properties dialog box lets you set implementation parameters for a block.

The following figure shows the HDL Properties dialog box for a block.
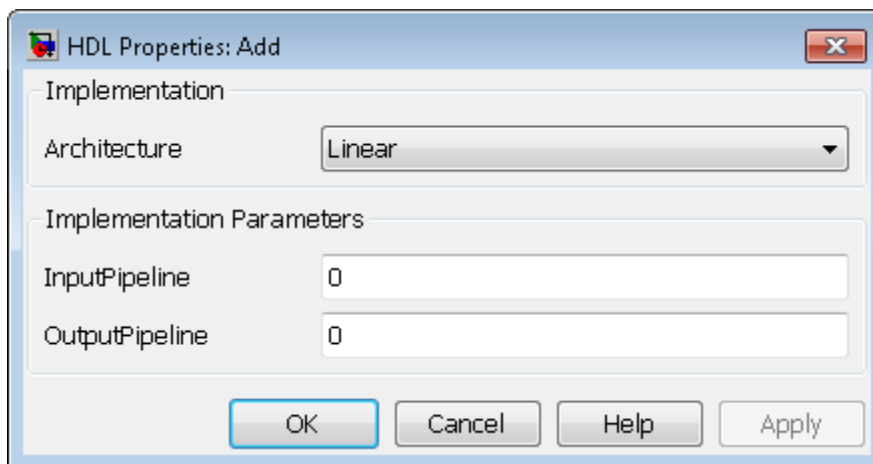
There are a number of ways to specify implementations and implementation parameters for individual blocks or groups of blocks. See Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" for detailed information.

HDL Code Generation Pane: General
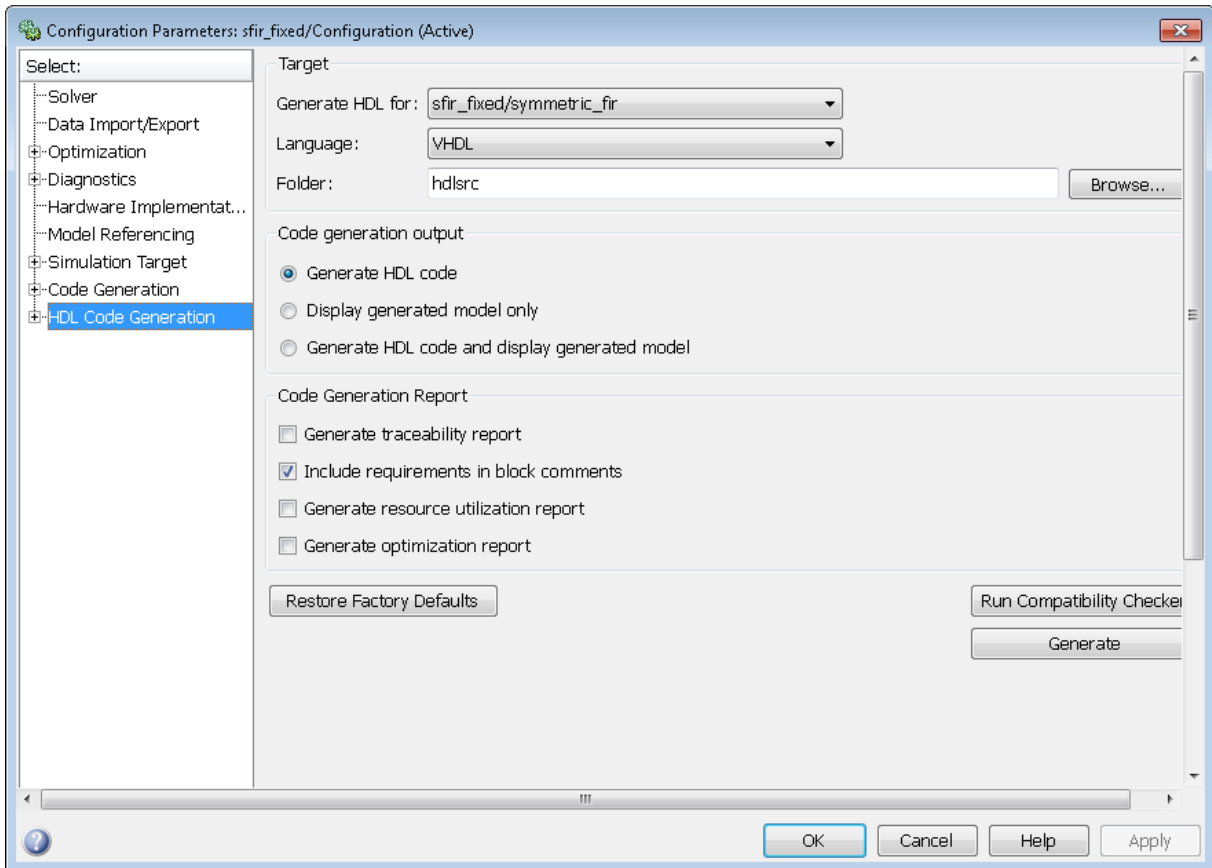
In this section...
"HDL Code Generation Top-Level Pane Overview" on page 3-11
"Generate HDL for" on page 3-13
"Language" on page 3-14
"Folder" on page 3-15
"Code Generation Output" on page 3-16

In this section...

HDL Code Generation Top-Level Pane Overview

The top-level **HDL Code Generation** pane contains buttons that initiate code generation and compatibility checking, and sets parameters that affect overall operation of code generation.

Buttons in the HDL Code Generation Top-Level Pane

The buttons in the **HDL Code Generation** pane perform functions related to code generation. These buttons are:

Generate: Initiates code generation for the system selected in the **Generate HDL for** menu. See also `makehdl`.

Run Compatibility Checker: Invokes the compatibility checker to examine the system selected in the **Generate HDL for** menu for any compatibility problems. See also `checkhdl`.

Browse: Lets you navigate to and select the target folder to which generated code and script files are written. The path to the target folder is entered into the **Folder** field.

Restore Factory Defaults: sets all model parameters to their default values; also (if the model has a control file linked to it) unlinks the control file from the model.

Generate HDL for

Select the subsystem or model from which code is generated. The list includes the path to the root model and to all root-level subsystems in the model.

Settings

Default: The root model is selected.

Command-Line Information

Pass in the path to the model or subsystem for which code is to be generated as the first argument to `makehdl`.

See Also

`makehdl`

Language

Select the language (VHDL or Verilog) in which code is generated. The selected language is referred to as the target language.

Settings

Default: VHDL

VHDL
    Generate VHDL code.

Verilog
    Generate Verilog code.

Command-Line Information

Property: TargetLanguage
Type: string
Value: 'VHDL' | 'Verilog'
Default: 'VHDL'

See Also

- TargetLanguage

- makehdl

Folder

Enter a path to the folder into which code is generated. Alternatively, click **Browse** to navigate to and select a folder. The selected folder is referred to as the target folder.

Settings

Default: The default target folder is a subfolder of your working folder, named hdlsrc.

Command-Line Information

    Property: TargetDirectory
    Type: string
    Value: A valid path to your target folder
    Default: 'hdlsrc'

See Also

- TargetDirectory

- makehdl

Code Generation Output

This option button group contains options related to the creation and display of generated models. Click the desired button to select an option.

Settings

Default: Generate HDL code

- **Generate HDL code**: Generate HDL code without displaying the generated model.

- **Display generated model only**: Display the generated model without generating HDL code.

- **Generate HDL Code and display generated model**: Display the generated model after HDL code generation completes.

Command-Line Information

Property: CodeGenerationOutput
Type: string
Value: 'GenerateHDLCode' |
'GenerateHDLCodeAndDisplayGeneratedModel' |
'DisplayGeneratedModelOnly'
Default: 'GenerateHDLCode'

See Also

Defaults and Options for Generated Models

Generate traceability report

Enable or disable generation of an HTML code generation report with hyperlinks from code to model and model to code.

Settings

Default: Off

☑ On

> Create and display an HTML code generation report. See `Creating and Using a Code Generation Report`.

☐ Off

> Do not create an HTML code generation report.

Command-Line Information

> **Property:** `Traceability`
> **Type:** string
> **Value:** `'on'` | `'off'`
> **Default:** `'off'`

See Also

`Traceability`

Include requirements in block comments

Enable or disable generation of requirements comments as comments in code or code generation reports

Settings

Default: On

☑ On

> If the model contains requirements comments, include them as comments in code or code generation reports.See "Requirements Comments and Hyperlinks" on page 10-28.

☐ Off

> Do not include requirements as comments in code or code generation reports.

Command-Line Information

> **Property:** `RequirementComments`
> **Type:** string
> **Value:** `'on'` | `'off'`
> **Default:** `'on'`

See Also

`RequirementComments`

Generate optimization report

Enable or disable generation of an HTML optimization report

Settings

Default: Off

☑ On

Create and display an HTML optimization report. The report contains information about the results of streaming, sharing, and distributed pipelining optimizations that were implemented in the generated code. The report includes hyperlinks back to referenced blocks, subsystems, or validation models.See `Creating and Using a Code Generation Report`.

☐ Off

Do not create an HTML optimization report.

Command-Line Information

Property: `OptimizationReport`
Type: string
Value: `'on'` | `'off'`
Default: `'off'`

See Also

`OptimizationReport`

Generate resource utilization report

Enable or disable generation of an HTML resource utilization report

Settings

Default: Off

☑ On

Create and display an HTML resource utilization report. The report contains information about the number of hardware resources (multipliers, adders, registers) used in the generated HDL code. The report includes hyperlinks to the referenced blocks in the model.. See `Creating and Using a Code Generation Report`.

☐ Off

Do not create an HTML resource utilization report.

Command-Line Information

Property: `ResourceReport`
Type: string
Value: `'on'` | `'off'`
Default: `'off'`

See Also

`ResourceReport`

HDL Code Generation Pane: Global Settings
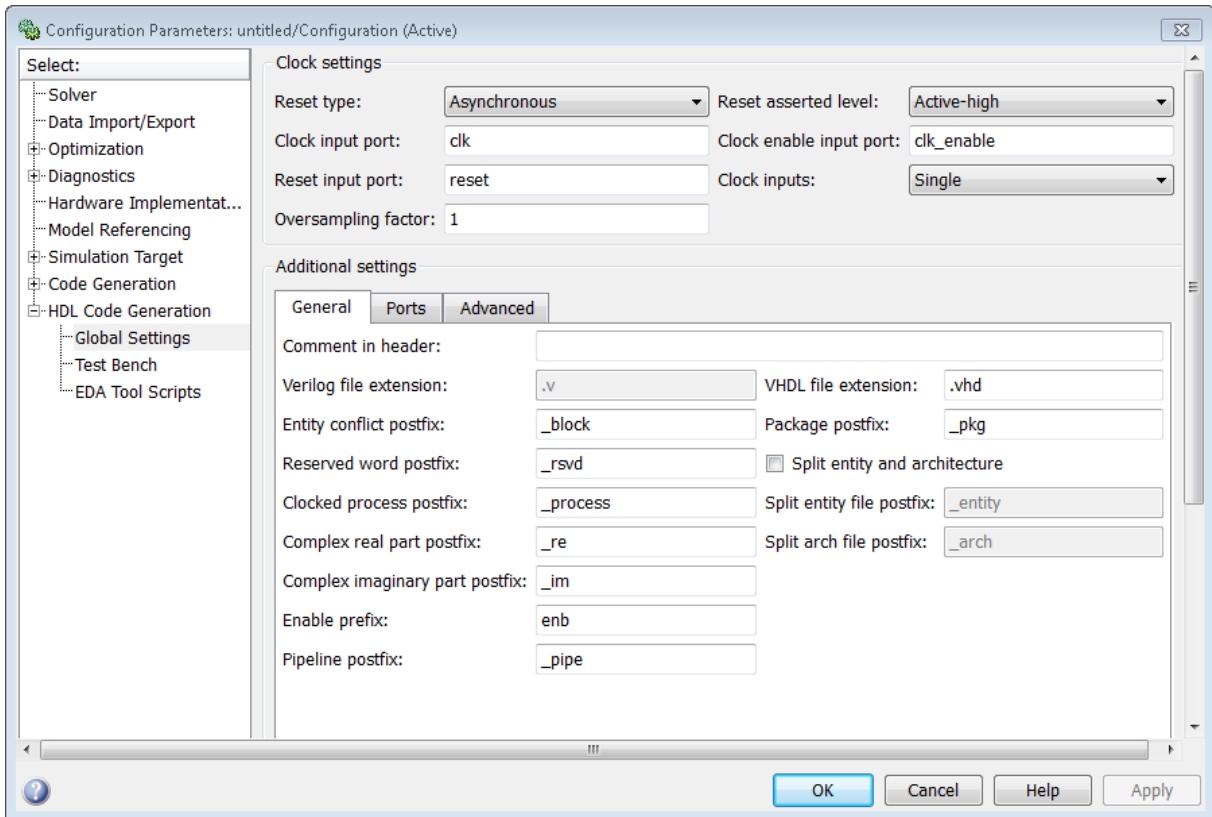
In this section...

In this section...

Global Settings Overview

The **Global Settings** pane lets you set options to specify detailed characteristics of the generated code, such as HDL element naming and whether certain optimizations are applied.

Reset type

Specify whether to use asynchronous or synchronous reset logic when generating HDL code for registers.

Settings

Default: Asynchronous

Asynchronous
    Use asynchronous reset logic.

Synchronous
    Use synchronous reset logic.

Command-Line Information

Property: ResetType
Type: string
Value: 'async' | 'sync'
Default: 'async'

See Also

ResetType

Reset asserted level

Specify whether the asserted (active) level of reset input signal is active-high or active-low.

Settings

Default: `Active-high`

`Active-high`
     Asserted (active) level of reset input signal is active-high (1).

`Active-low`
     Asserted (active) level of reset input signal is active-low (0).

Command-Line Information

   Property: `ResetAssertedLevel`
   Type: string
   Value: `'active-high'` | `'active-low'`
   Default: `'active-high'`

See Also

`ResetAssertedLevel`

Clock input port

Specify the name for the clock input port in generated HDL code.

Settings

Default: `clk`

Enter a string value to be used as the clock signal name in generated HDL code. If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Command-Line Information

Property: `ClockInputPort`
Type: string
Value: Any identifier that is legal in the target language
Default: `'clk'`

See Also

`ClockInputPort`

Clock enable input port

Specify the name for the clock enable input port in generated HDL code.

Settings

Default: `clk_enable`

Enter a string value to be used as the clock enable input port name in generated HDL code. If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Tip

The clock enable input signal is asserted active-high (1). Thus, the input value must be high for the generated entity's registers to be updated.

Command-Line Information

Property: `ClockEnableInputPort`
Type: string
Value: Any identifier that is legal in the target language
Default: `'clk_enable'`

See Also

`ClockEnableInputPort`

Reset input port

Enter the name for the reset input port in generated HDL code.

Settings

Default: `reset`

Enter a string value to be used as the reset input port name in generated HDL code. If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Tip

If the reset asserted level is set to active-high, the reset input signal is asserted active-high (1) and the input value must be high (1) for the entity's registers to be reset. If the reset asserted level is set to active-low, the reset input signal is asserted active-low (0) and the input value must be low (0) for the entity's registers to be reset.

Command-Line Information

> **Property:** `ResetInputPort`
> **Type:** string
> **Value:** Any identifier that is legal in the target language
> **Default:** `'reset'`

See Also

`ResetInputPort`

Clock inputs

Specify generation of single or multiple clock inputs.

Settings

Default: `Single`

`Single`

Generates a single clock input for the DUT. If the DUT is multirate, the input clock is the master clock rate, and a timing controller is synthesized to generate any additional clocks as necessary.

`Multiple`

Generates a unique clock for each Simulink rate in the DUT. The number of timing controllers generated depends on the contents of the DUT.

Command-Line Information

Property: `ClockInputs`
Type: string
Value: `'Single'` | `'Multiple'`
Default: `'Single'`

See Also

`ClockInputs`

Oversampling factor

Specify frequency of global oversampling clock as a multiple of the model's base rate.

Settings

Default: 1

Oversampling factor specifies the *oversampling factor* of a global oversampling clock. The oversampling factor expresses the desired rate of the global oversampling clock as a multiple of your model's base rate.

When you specify the **Oversampling factor** for a global oversampling clock, note these requirements:

• The oversampling factor must be an integer greater than or equal to 1.

• The default value is 1. In the default case, the coder does not generate a global oversampling clock is generated.

• In a multirate DUT, all other rates in the DUT must divide evenly into the global oversampling rate.

Command-Line Information

Property: Oversampling
Type: int
Value: integer greater than or equal to 1
Default: 1

See Also

Generating a Global Oversampling Clock
Oversampling

Comment in header

Specify comment lines in header of generated HDL and test bench files.

Settings

Default: None

Text entered in this field generates a comment line in the header of generated model and test bench files. The code generator adds leading comment characters as appropriate for the target language. When newlines or linefeeds are included in the string, the code generator emits single-line comments for each newline.

Command-Line Information

Property: UserComment
Type: string

See Also

UserComment

Verilog file extension

Specify the file-name extension for generated Verilog files.

Settings

Default: `.v`

This field specifies the file-name extension for generated Verilog files.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is Verilog.

Command-Line Information

> **Property:** `VerilogFileExtension`
> **Type:** string
> **Default:** `'.v'`

See Also

`VerilogFileExtension`

VHDL file extension

Specify the file-name extension for generated VHDL files.

Settings

Default: `.vhd`

This field specifies the file-name extension for generated VHDL files.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

> **Property:** `VHDLFileExtension`
> **Type:** string
> **Default:** `'.vhd'`

See Also

`VHDLFileExtension`

Entity conflict postfix

Specify the string used to resolve duplicate VHDL entity or Verilog module names in generated code.

Settings

Default: _block

The specified postfix resolves duplicate VHDL entity or Verilog module names. For example, in the default case, if the coder detects two entities with the name MyFilt, the coder names the first entity MyFilt and the second instance MyFilt_entity.

Command-Line Information

> **Property:** EntityConflictPostfix
> **Type:** string
> **Value:** Any string that is legal in the target language
> **Default:** '_block'

See Also

EntityConflictPostfix

Package postfix

Specify a string to append to the model or subsystem name to form name of a package file.

Settings

Default: _pkg

The coder applies this option only if a package file is required for the design.

Dependency

This option is enabled when:

The target language (specified by the **Language** option) is VHDL.

The target language (specified by the **Language** option) is Verilog, and the **Multi-file test bench** option is selected.

Command-Line Information

 Property: PackagePostfix
 Type: string
 Value: Any string value that is legal in a VHDL package file name
 Default: '_pkg'

See Also

PackagePostfix

Reserved word postfix

Specify a string to append to value names, postfix values, or labels that are VHDL or Verilog reserved words.

Settings

Default: _rsvd

The reserved word postfix is applied to identifiers (for entities, signals, constants, or other model elements) that conflict with VHDL or Verilog reserved words. For example, if your generating model contains a signal named mod, the coder adds the postfix _rsvd to form the name mod_rsvd.

Command-Line Information

Property: ReservedWordPostfix
Type: string
Default: '_rsvd'

See Also

ReservedWordPostfix

Split entity and architecture

Specify whether generated VHDL entity and architecture code is written to a single VHDL file or to separate files.

Settings

Default: Off

☑ On

VHDL entity and architecture definitions are written to separate files.

☐ Off

VHDL entity and architecture code is written to a single VHDL file.

Tips

The names of the entity and architecture files derive from the base file name (as specified by the generating model or subsystem name). By default, postfix strings identifying the file as an entity (`_entity`) or architecture (`_arch`) are appended to the base file name. You can override the default and specify your own postfix string.

For example, instead of all generated code residing in `MyFIR.vhd`, you can specify that the code reside in `MyFIR_entity.vhd` and `MyFIR_arch.vhd`.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is Verilog.

Selecting this option enables the following parameters:

- **Split entity file postfix**
- **Split architecture file postfix**

Command-Line Information

Property: SplitEntityArch
Type: string
Value: `'on'` | `'off'`

Default: `'off'`

See Also

SplitEntityArch

Split entity file postfix

Enter a string to be appended to the model name to form the name of a generated VHDL entity file.

Settings

Default: _entity

Dependencies

This parameter is enabled by **Split entity and architecture**.

Command-Line Information

Property: SplitEntityFilePostfix
Type: string
Default: '_entity'

See Also

SplitEntityFilePostfix

Split arch file postfix

Enter a string to be appended to the model name to form the name of a generated VHDL architecture file.

Settings

Default: _arch

Dependencies

This parameter is enabled by **Split entity and architecture**.

Command-Line Information

Property: SplitArchFilePostfix
Type: string
Default: '_arch'

See Also

SplitArchFilePostfix

Clocked process postfix

Specify a string to append to HDL clock process names.

Settings

Default: _process

The coder uses process blocks for register operations. The label for each of these blocks is derived from a register name and the postfix **_process**. For example, the coder derives the label delay_pipeline_process from the register name delay_pipeline and the default postfix string **_process**.

Command-Line Information

> **Property:** ClockProcessPostfix
> **Type:** string
> **Default:** '_process'

See Also

ClockProcessPostfix

Enable prefix

Specify the base name string for internal clock enables and other flow control signals in generated code.

Settings

Default: `'enb'`

Where only a single clock enable is generated, **Enable prefix** specifies the signal name for the internal clock enable signal.

In some cases, multiple clock enables are generated (for example, when a cascade block implementation for certain blocks is specified). In such cases, **Enable prefix** specifies a base signal name for the first clock enable that is generated. For other clock enable signals, numeric tags are appended to **Enable prefix** to form unique signal names. For example, the following code fragment illustrates two clock enables that were generated when **Enable prefix** was set to `'test_clk_enable'`:

```
COMPONENT mysys_tc
   PORT( clk                    :   IN    std_logic;
         reset                  :   IN    std_logic;
         clk_enable             :   IN    std_logic;
         test_clk_enable        :   OUT   std_logic;
         test_clk_enable_5_1_0 :   OUT   std_logic
         );
   END COMPONENT;
```

Command-Line Information

Property: `EnablePrefix`
Type: string
Default: `'enb'`

See Also

`EnablePrefix`

Pipeline postfix

Specify string to append to names of input or output pipeline registers generated for pipelined block implementations.

Settings

Default: `'_pipe'`

You can specify a generation of input and/or output pipeline registers for selected blocks. The **Pipeline postfix** option defines a string that the coder appends to names of input or output pipeline registers.

Command-Line Information

   Property: `PipelinePostfix`
   Type: string
   Default: `'_pipe'`

See Also

`PipelinePostfix`

Complex real part postfix

Specify string to append to real part of complex signal names.

Settings

Default: '_re'

Enter a string to be appended to the names generated for the real part of complex signals.

Command-Line Information

Property: ComplexRealPostfix
Type: string
Default: '_re'

See Also

ComplexRealPostfix

Complex imaginary part postfix

Specify string to append to imaginary part of complex signal names.

Settings

Default: '_im'

Enter a string to be appended to the names generated for the imaginary part of complex signals.

Command-Line Information

> **Property:** ComplexImagPostfix
> **Type:** string
> **Default:** '_im'

See Also

ComplexImagPostfix

Input data type

Specify the HDL data type for the model's input ports.

Settings

For VHDL, the options are:

Default: `std_logic_vector`

`std_logic_vector`
  Specifies VHDL type `STD_LOGIC_VECTOR`.

`signed/unsigned`
  Specifies VHDL type `SIGNED` or `UNSIGNED`.

For Verilog, the options are:

Default: `wire`

In generated Verilog code, the data type for all ports is `'wire'`. Therefore, **Input data type** is disabled when the target language is Verilog.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

> **Property:** `InputType`
> **Type:** string
> **Value:** (for VHDL)`'std_logic_vector'` | `'signed/unsigned'`
> (for Verilog) `'wire'`
> **Default:** (for VHDL) `'std_logic_vector'`
> (for Verilog) `'wire'`

See Also

`InputType`

Output data type

Specify the HDL data type for the model's output ports.

Settings

For VHDL, the options are:

Default: `Same as input data type`

`Same as input data type`
    Specifies that output ports have the same type specified by **Input data type**.

`std_logic_vector`
    Specifies VHDL type `STD_LOGIC_VECTOR`.

`signed/unsigned`
    Specifies VHDL type `SIGNED` or `UNSIGNED`.

For Verilog, the options are:

Default: `wire`

In generated Verilog code, the data type for all ports is `'wire'`. Therefore, **Output data type** is disabled when the target language is Verilog.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

    Property: `OutputType`
    Type: string
    Value: (for VHDL)`'std_logic_vector'` | `'signed/unsigned'`
    (for Verilog) `'wire'`
    Default: If the property is left unspecified, output ports have the same type specified by `InputType`.

See Also
OutputType

Clock enable output port

Specify the name for the generated clock enable output.

Settings

Default: ce_out

A clock enable output is generated when the design requires one.

Command-Line Information

> **Property:** ClockEnableOutputPort
> **Type:** string
> **Default:** 'ce_out'

See Also

ClockEnableOutputPort

Balance Delays

Enable delay balancing.

Settings

Default: Off

☑ On

> If the coder detects introduction of new delays along one path, it ensures that matching delays are inserted on all other paths. When delay balancing is enabled, the coder guarantees that the generated model is functionally equivalent to the original model.

☐ Off

> The coder does not guarantee that the latency along all signal paths is balanced, and does not guarantee that the generated model is functionally equivalent to the original model

Command-Line Information

Property: BalanceDelays
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

Delay Balancing

Scalarize Vector Ports

Flatten vector ports into a structure of scalar ports in VHDL code

Settings

Default: Off

☑ On

> When generating code for a vector port, generate a structure of scalar ports .

☐ Off

> When generating code for a vector port, generate a type definition and port declaration for the vector port.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

> **Property:** ScalarizePorts
> **Type:** string
> **Value:** 'on' | 'off'
> **Default:** 'off'

See Also

ScalarizePorts

Represent constant values by aggregates

Specify whether all constants in VHDL code are represented by aggregates, including constants that are less than 32 bits.

Settings

Default: Off

☑ On

> The coder represents all constants as aggregates. The following VHDL constant declarations show a scalar less than 32 bits represented as an aggregate:

```
GainFactor_gainparam <= (14 => '1',  OTHERS => '0');
```

☐ Off

> The coder represents constants less than 32 bits as scalars and constants greater than or equal to 32 bits as aggregates. The following VHDL code was generated by default for a value less than 32 bits:

```
GainFactor_gainparam <= to_signed(16384, 16);
```

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

> **Property:** UseAggregatesForConst
> **Type:** string
> **Value:** 'on' | 'off'
> **Default:** 'off'

See Also

UseAggregatesForConst

Use "rising_edge" for registers

Specify whether or not generated code uses the VHDL `rising_edge` function to check for rising edges when operating on registers.

Settings

Default: Off

☑ On

Generated code uses the VHDL `rising_edge` function to check for rising edges when operating on registers.

☐ Off

Generated code checks for clock events when operating on registers.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: UseRisingEdge
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

UseRisingEdge

Loop unrolling

Specify whether VHDL `FOR` and `GENERATE` loops are unrolled and omitted from generated VHDL code.

Settings

Default: Off

☑ On

Unroll and omit `FOR` and `GENERATE` loops from the generated VHDL code. (In Verilog code, loops are always unrolled.)

☐ Off

Include `FOR` and `GENERATE` loops in the generated VHDL code.

Tips

If you are using an electronic design automation (EDA) tool that does not support `GENERATE` loops, select this option to omit loops from your generated VHDL code.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: `LoopUnrolling`
Type: string
Value: `'on' | 'off'`
Default: `'off'`

See Also

`LoopUnrolling`

3-55

Cast before sum

Specify whether operands in addition and subtraction operations are type cast to the result type before executing the operation.

Settings

Default: On

☑ On

> Typecast input values in addition and subtraction operations to the result type before operating on the values.

☐ Off

> Preserve the types of input values during addition and subtraction operations and then convert the result to the result type.

Command-Line Information

> **Property:** CastBeforeSum
> **Type:** string
> **Value:** 'on' | 'off'
> **Default:** 'on'

See Also

CastBeforeSum

Use Verilog `timescale directives

Specify use of compiler `timescale directives in generated Verilog code.

Settings

Default: On

☑ On

Use compiler `timescale directives in generated Verilog code.

☐ Off

Suppress the use of compiler `timescale directives in generated Verilog code.

Tip

The `timescale directive provides a way of specifying different delay values for multiple modules in a Verilog file. This setting does not affect the generated test bench.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is Verilog.

Command-Line Information

Property: UseVerilogTimescale
Type: string
Value: 'on' | 'off'
Default: 'on'

See Also

UseVerilogTimescale

Inline VHDL configuration

Specify whether generated VHDL code includes inline configurations.

Settings

Default: On

☑ On

   Include VHDL configurations in any file that instantiates a component.

☐ Off

   Suppress the generation of configurations and require user-supplied external configurations. Use this setting if you are creating your own VHDL configuration files.

Tip

HDL configurations can be either inline with the rest of the VHDL code for an entity or external in separate VHDL source files. By default, the coder includes configurations for a model within the generated VHDL code. If you are creating your own VHDL configuration files, suppress the generation of inline configurations.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

   Property: `InlineConfigurations`
   Type: string
   Value: `'on'` | `'off'`
   Default: `'on'`

See Also

`InlineConfigurations`

Concatenate type safe zeros

Specify use of syntax for concatenated zeros in generated VHDL code.

Settings

Default: On

☑ On

Use the type-safe syntax, `'0' & '0'`, for concatenated zeros. Typically, this syntax is preferred.

☐ Off

Use the syntax `"000000..."` for concatenated zeros. This syntax can be easier to read and more compact, but it can lead to ambiguous types.

Dependencies

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: `SafeZeroConcat`
Type: string
Value: `'on'` | `'off'`
Default: `'on'`

See Also

`SafeZeroConcat`

Emit time/date stamp in header

Specify whether or not to include time/date information in the generated HDL file header.

Settings

Default: On

☑ On

Include time/date information in the generated HDL file header.

```
-- ------------------------------------------------------
--
-- File Name: hdlsrc\symmetric_fir.vhd
-- Created: 2011-02-14 07:21:36
--
-- Generated by MATLAB 7.12 and Simulink HDL Coder 2.1
```

☐ Off

Omit time/date information in the generated HDL file header.

```
-- ------------------------------------------------------
--
-- File Name: hdlsrc\symmetric_fir.vhd
--
-- Generated by MATLAB 7.12 and Simulink HDL Coder 2.1
```

By omitting the time/date information in the file header, you can more easily determine if two HDL files contain identical code. You can also avoid extraneous revisions of the same file when checking in HDL files to a source code management (SCM) system.

Command-Line Information

Property: DateComment
Type: string
Value: 'on' | 'off'
Default: 'on'

See Also

DateComment

Optimize timing controller

Optimize timing controller entity for speed and code size by implementing separate counters per rate.

Settings

Default: On

☑ On

> The coder generates multiple counters (one counter for each rate in the model) in the timing controller code. The benefit of this optimization is that it generates faster logic, and the size of the generated code is usually much smaller.

☐ Off

> The coder generates a timing controller that uses one counter to generate all rates in the model.

Tip

A timing controller code file is generated if required by the design, for example:

- When code is generated for a multirate model

- When a cascade block implementation for certain blocks is specified

This file contains a module defining timing signals (clock, reset, external clock enable inputs and clock enable output) in a separate entity or module. In a multirate model, the timing controller entity generates the required rates from a single master clock using one or more counters and multiple clock enables.

The timing controller name derives from the name of the subsystem that is selected for code generation (the DUT), and the current value of the string property TimingControllerPostfix. For example, if the name of your DUT is my_test, in the default case the coder adds the TimingControllerPostfix _tc to form the timing controller name my_test_tc.

Command-Line Information

> **Property:** OptimizeTimingController
> **Type:** string

Value: `'on' | 'off'`
Default: `'on'`

See Also

`OptimizeTimingController`

Minimize clock enables

Omit generation of clock enable logic for single-rate designs.

Settings

Default: Off

☑ On

For single-rate models, omit generation of clock enable logic wherever possible. The following VHDL code example does not define or examine a clock enable signal. When the clock signal (clk) goes high, the current signal value is output.

```
Unit_Delay_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay_out1 <= to_signed(0, 32);
    ELSIF clk'EVENT AND clk = '1' THEN
      Unit_Delay_out1 <= In1_signed;
    END IF;
  END PROCESS Unit_Delay_process;
```

☐ Off

Generate clock enable logic. The following VHDL code extract represents a register with a clock enable (enb)

```
Unit_Delay_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay_out1 <= to_signed(0, 32);
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' THEN
        Unit_Delay_out1 <= In1_signed;
      END IF;
    END IF;
  END PROCESS Unit_Delay_process;
```

Exceptions

In some cases, the coder emits clock enables even when **Minimize clock enables** is selected. These cases are:

- Registers inside Enabled, State-Enabled, and Triggered subsystems.
- Multi-rate models.
- The coder always emits clock enables for the following blocks:
  - commseqgen2/PN Sequence Generator
  - dspsigops/NCO
  - dspsrcs4/Sine Wave
  - hdldemolib/HDL FFT
  - built-in/DiscreteFir
  - dspmlti4/CIC Decimation
  - dspmlti4/CIC Interpolation
  - dspmlti4/FIR Decimation
  - dspmlti4/FIR Interpolation
  - dspadpt3/LMS Filter
  - dsparch4/Biquad Filter
  - dsparch4/Digital Filter

Command-Line Information

Property: `MinimizeClockEnables`
Type: string
Value: `'on'` | `'off'`
Default: `'off'`

See Also

`MinimizeClockEnables`

Minimize intermediate signals

Specify whether to optimize HDL code for debuggability or code coverage.

Settings

Default: Off

☑ On

Optimize for code coverage by minimizing intermediate signals. For example, suppose that the generated code with this setting *off* is:

```
const3 <= to_signed(24, 7);
subtractor_sub_cast <= resize(const3, 8);
subtractor_sub_cast_1 <= resize(delayout, 8);
subtractor_sub_temp <= subtractor_sub_cast - subtractor_sub_cast_1;
```

With this setting *on*, the output code is optimized to:

```
subtractor_sub_temp <= 24 - (resize(delayout, 8));
```

The intermediate signals const3, subtractor_sub_cast, and subtractor_sub_cast_1 are removed.

☐ Off

Optimize for debuggability by preserving intermediate signals.

Command-Line Information

Property: MinimizeIntermediateSignals
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

MinimizeIntermediateSignals

HDL Code Generation Pane: Test Bench
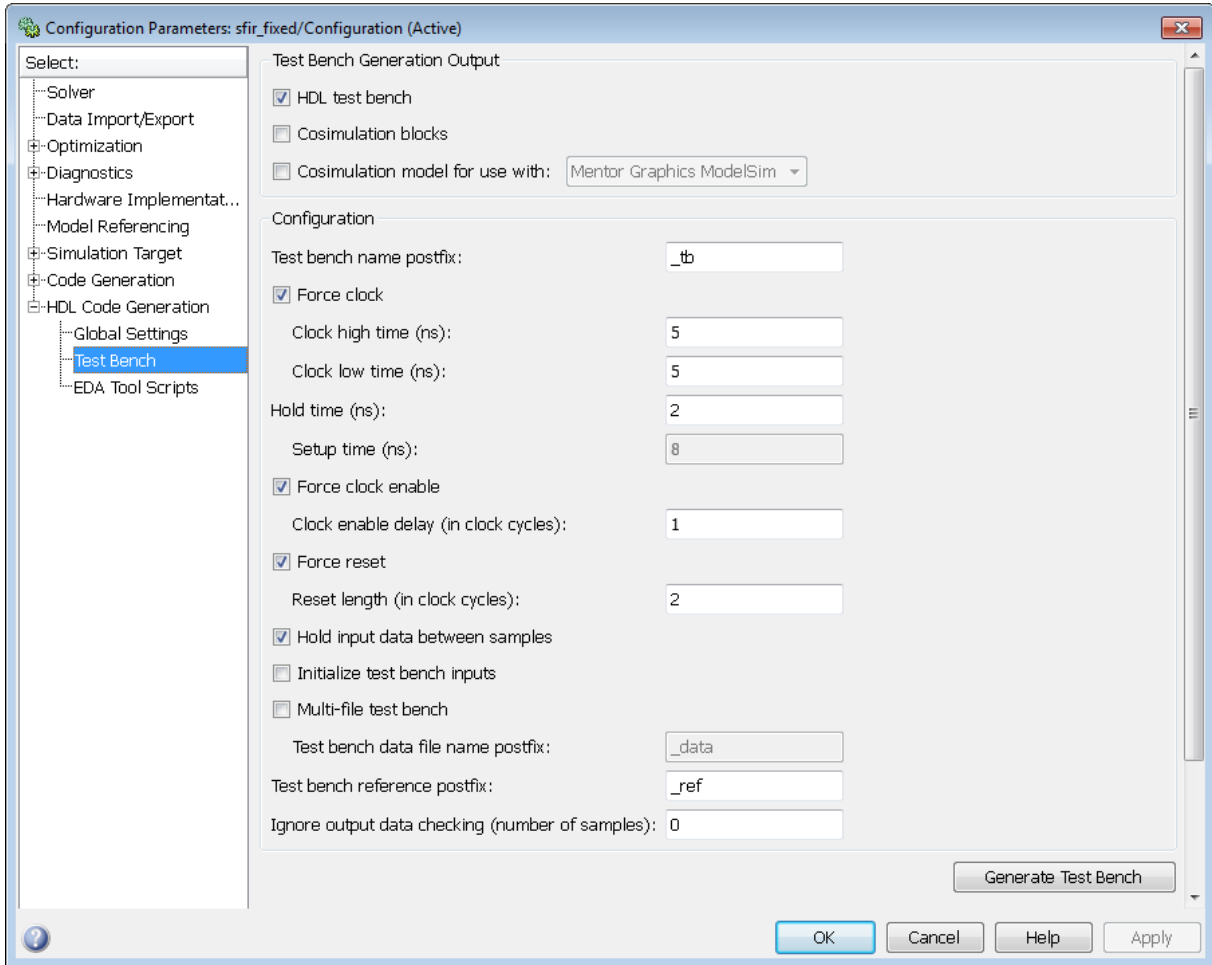
In this section...
"Test Bench Overview" on page 3-69
"HDL test bench" on page 3-70
"Cosimulation blocks" on page 3-71

Test Bench Overview

The **Test Bench** pane lets you set options that determine characteristics of generated test bench code.

Generate Test Bench Button

The **Generate Test Bench** button initiates test bench generation for the system selected in the **Generate HDL for** menu. See also `makehdltb`.

HDL test bench

Enable generation of an HDL test bench.

Settings

Default: On

☑ On

Generate HDL test bench code.

☐ Off

Suppress generation of HDL test bench code.

Dependencies

This check box enables all options in the **Configuration** section of the **Test Bench** pane.

Command-Line Information

To generate test bench code from the command line, use the `makehdltb` function.

See Also

`Generating VHDL Test Bench Code`

Cosimulation blocks

Generate a model containing HDL Cosimulation block(s) for use in testing the DUT.

Settings

Default: Off

☑ On

When you select this option, the coder generates and opens a model that contains one or more HDL Cosimulation blocks. The coder generates cosimulation blocks if your installation includes one or more of the following:

- EDA Simulator Link for use with Mentor Graphics® ModelSim®

- EDA Simulator Link for use with Cadence Incisive

- EDA Simulator Link for use with Synopsys® Discovery™

> **Note** Support for Synopsys Discovery will be removed in a future release. The Discovery HDL Cosimulation block is supported in R2011a for backward compatibility only.

The coder configures the generated HDL Cosimulation blocks to conform to the port and data type interface of the DUT selected for code generation. By connecting an HDL Cosimulation block to your model in place of the DUT, you can cosimulate your design with the desired simulator.

☐ Off

Do not generate HDL Cosimulation blocks.

Dependencies

This check box enables all other options in the **Configuration** section of the **Test Bench** pane.

Command-Line Information

Property: GenerateCoSimBlock
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

GenerateCoSimBlock

Cosimulation model for use with:

Generate model containing HDL Cosimulation block for cosimulation

Settings

Default: Off

☑ On

Selecting this option enables the dropdown menu to the right of the check box. Select one of the following options from the menu:

- Mentor Graphics ModelSim: This option is the default. If your installation includes EDA Simulator Link for use with Mentor Graphics ModelSim, the coder generates and opens a Simulink model that contains an HDL Cosimulation block forMentor Graphics ModelSim.

- Cadence Incisive: If your installation includes EDA Simulator Link for use with Cadence Incisive, the coder generates and opens a Simulink model that contains an HDL Cosimulation block forCadence Incisive.

☐ Off

Do not generate HDL Cosimulation model.

Command-Line Information

Property: GenerateCosimModel
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

GenerateCoSimModel

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Test bench name postfix

Specify a suffix appended to the test bench name.

Settings

Default: _tb

For example, if the name of your DUT is my_test, the coder adds the default postfix _tb to form the name my_test_tb.

Command-Line Information

Property: TestBenchPostFix
Type: string
Default: '_tb'

See Also

TestBenchPostFix

Force clock

Specify whether the test bench forces clock input signals.

Settings

Default: On

☑ On

> The test bench forces the clock input signals. When this option is selected, the clock high and low time settings control the clock waveform.

☐ Off

> A user-defined external source forces the clock input signals.

Dependencies

This property enables the **Clock high time** and **Clock high time** options.

Command-Line Information

> **Property:** ForceClock
> **Type:** string
> **Value:** 'on' | 'off'
> **Default:** 'on'

See Also

ForceClock

Clock high time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals high (1).

Settings

Default: 5

The **Clock high time** and **Clock low time** properties define the period and duty cycle for the clock signal. Using the defaults, the clock signal is a square wave (50% duty cycle) with a period of 10 ns.

Dependencies

This parameter is enabled when **Force clock** is selected.

Command-Line Information

Property: ClockHighTime
Type: integer or double (with a maximum of 6 significant digits after the decimal point)
Default: 5

See Also

ClockHighTime

Clock low time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals low (0).

Settings

Default: 5

The **Clock high time** and **Clock low time** properties define the period and duty cycle for the clock signal. Using the defaults, the clock signal is a square wave (50% duty cycle) with a period of 10 ns.

Dependencies

This parameter is enabled when **Force clock** is selected.

Command-Line Information

Property: ClockLowTime
Type: integer or double (with a maximum of 6 significant digits after the decimal point)
Default: 5

See Also

ClockLowTime

Hold time (ns)

Specify a hold time, in nanoseconds, for input signals and forced reset input signals.

Settings

Default: 2 (given the default clock period of 10 ns)

The hold time defines the number of nanoseconds that reset input signals and input data are held past the clock rising edge. The hold time is expressed as a positive integer or double (with a maximum of 6 significant digits after the decimal point).

Tips

- The specified hold time must be less than the clock period (specified by the **Clock high time** and **Clock low time** properties).

- This option applies to reset input signals only if **Force reset** is selected.

Command-Line Information

Property: HoldTime
Type: integer or double (with a maximum of 6 significant digits after the decimal point)
Value: A positive integer
Default: 2

See Also

HoldTime

Setup time (ns)

Display setup time for data input signals.

Settings

Default: None

This is a display-only field, showing a value computed as (`clock period - HoldTime`) in nanoseconds.

Dependency

The value displayed in this field depends on the clock rate and the values of the **Hold time** property.

Command-Line Information

Because this is a display-only field, there is no corresponding command-line property.

See Also

HoldTime

Force clock enable

Specify whether the test bench forces clock enable input signals.

Settings

Default: On

☑ On

 The test bench forces the clock enable input signals to active-high (1) or
 active-low (0), depending on the setting of the clock enable input value.

☐ Off

 A user-defined external source forces the clock enable input signals.

Dependencies

This property enables the **Clock enable delay (in clock cycles)** option.

Command-Line Information

 Property: ForceClockEnable
 Type: string
 Value: 'on' | 'off'
 Default: 'on'

See Also

ForceClockEnable

Clock enable delay (in clock cycles)

Define elapsed time (in clock cycles) between deassertion of reset and assertion of clock enable.

Settings

Default: 1

The **Clock enable delay (in clock cycles)** property defines the number of clock cycles elapsed between the time the reset signal is deasserted and the time the clock enable signal is first asserted. In the figure below, the reset signal (active-high) deasserts after 2 clock cycles and the clock enable asserts after a clock enable delay of 1 cycle (the default).
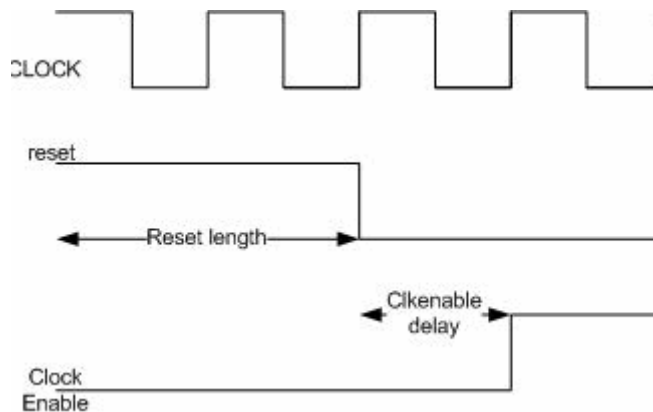
Dependency

This parameter is enabled when **Force clock enable** is selected.

Command-Line Information

Property: TestBenchClockEnableDelay
Type: integer
Default: 1

See Also

TestBenchClockEnableDelay

Force reset

Specify whether the test bench forces reset input signals.

Settings

Default: On

☑ On

   The test bench forces the reset input signals.

☐ Off

   A user-defined external source forces the reset input signals.

Tips

If you select this option, you can use the **Hold time** option to control the timing of a reset.

Command-Line Information

   Property: `ForceReset`
   Type: string
   Value: `'on'` | `'off'`
   Default: `'on'`

See Also

`ForceReset`

Reset length (in clock cycles)

Define length of time (in clock cycles) during which reset is asserted.

Settings

Default: 2

The **Reset length (in clock cycles)** property defines the number of clock cycles during which reset is asserted. **Reset length (in clock cycles)** must be an integer greater than or equal to 0. The following figure illustrates the default case, in which the reset signal (active-high) is asserted for 2 clock cycles.
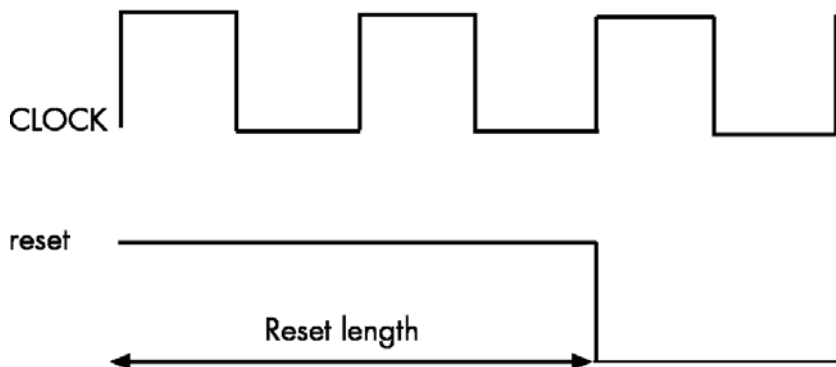
Dependency

This parameter is enabled when **Force reset** is selected.

Command-Line Information

Property: Resetlength
Type: integer
Default: 2

See Also

ResetLength

Hold input data between samples

Specify how long subrate signal values are held in valid state.

Settings

Default: On

☑ On

> Data values for subrate signals are held in a valid state across N base-rate clock cycles, where N is the number of base-rate clock cycles that elapse per subrate sample period. (N is >= 2.)

☐ Off

> Data values for subrate signals are held in a valid state for only one base-rate clock cycle. For the subsequent base-rate cycles, data is in an unknown state (expressed as 'X') until leading edge of the next subrate sample period.

Tip

In most cases, the default (On) is the correct setting for **Hold input data between samples**. This setting matches the behavior of a Simulink simulation, in which subrate signals are always held valid through each base-rate clock period.

In some cases (for example modeling memory or memory interfaces), it is desirable to clear **Hold input data between samples**. In this way you can obtain diagnostic information about when data is in an invalid ('X') state.

Command-Line Information

> **Property:** HoldInputDataBetweenSamples
> **Type:** string
> **Value:** 'on' | 'off'
> **Default:** 'on'

See Also

HoldInputDataBetweenSamples

Initialize test bench inputs

Specify initial value driven on test bench inputs before data is asserted to DUT.

Settings

Default: Off

☑ On

Initial value driven on test bench inputs is `'0'`.

☐ Off

Initial value driven on test bench inputs is `'X'` (unknown).

Command-Line Information

Property: `InitializeTestBenchInputs`
Type: string
Value: `'on'` | `'off'`
Default: `'off'`

See Also

`InitializeTestBenchInputs`

Multi-file test bench

Divide generated test bench into helper functions, data, and HDL test bench code files.

Settings

Default: Off

☑ On

> Write separate files for test bench code, helper functions, and test bench data. The file names are derived from the name of the DUT, the **Test bench name postfix** property, and the **Test bench data file name postfix** property as follows:
>
> *DUTname_TestBenchPostfix_TestBenchDataPostfix*
>
> For example, if the DUT name is symmetric_fir, and the target language is VHDL, the default test bench file names are:
>
> - symmetric_fir_tb.vhd: test bench code
>
> - symmetric_fir_tb_pkg.vhd: helper functions package
>
> - symmetric_fir_tb_data.vhd: data package
>
> If the DUT name is symmetric_fir and the target language is Verilog, the default test bench file names are:
>
> - symmetric_fir_tb.v: test bench code
>
> - symmetric_fir_tb_pkg.v: helper functions package
>
> - symmetric_fir_tb_data.v: test bench data

☐ Off

> Write a single test bench file containing all HDL test bench code and helper functions and test bench data.

Dependency

When this property is selected, **Test bench data file name postfix** is enabled.

Command-Line Information

Property: MultifileTestBench
Type: string
Value: 'on' | 'off'
Default: 'off'

See Also

MultifileTestBench

Test bench reference postfix

Specify a string appended to names of reference signals generated in test bench code.

Settings

Default: '_ref'

Reference signal data is represented as arrays in the generated test bench code. The string specified by **Test bench reference postfix** is appended to the generated signal names.

Command-Line Information

Parameter: TestBenchReferencePostFix
Type: string
Default: '_ref'

See Also

TestBenchReferencePostFix

Test bench data file name postfix

Specify suffix added to test bench data file name when generating multi-file test bench.

Settings

Default:`'_data'`

The coder applies the **Test bench data file name postfix** string only when generating a multi-file test bench (i.e., when **Multi-file test bench** is selected).

For example, if the name of your DUT is my_test, and **Test bench name postfix** has the default value _tb, the coder adds the postfix _data to form the test bench data file name my_test_tb_data.

Dependency

This parameter is enabled by **Multi-file test bench**.

Command-Line Information

   Property: TestBenchDataPostFix
   Type: string
   Default: '_data'

See Also

TestBenchDataPostFix

Ignore output data checking (number of samples)

Specify number of samples during which output data checking is suppressed.

Settings

Default: 0

The value must be a positive integer.

When the value N of **Ignore output data checking (number of samples)** is greater than zero, the test bench suppresses output data checking for the first N output samples after the clock enable output (ce_out) is asserted.

When using pipelined block implementations, output data may be in an invalid state for some number of samples. To avoid spurious test bench errors, determine this number and set **Ignore output data checking (number of samples)** accordingly.

Be careful to specify N correctly as a number of samples, not as a number of clock cycles. For a single-rate model, these are equivalent, but they are not equivalent for a multirate model.

You should use **Ignore output data checking (number of samples)** in cases where there is any state (register) initial condition in the HDL code that does not match the Simulink state, including the following specific cases:

- When you specify the 'DistributedPipelining','on' parameter for the MATLAB Function block (see "Distributed Pipeline Insertion for MATLAB Function Blocks" on page 13-53)

- When you specify the {'ResetType','None'} parameter for any of the following block types:

  - commcnvintrlv2/Convolutional Deinterleaver

  - commcnvintrlv2/Convolutional Interleaver

  - commcnvintrlv2/General Multiplexed Deinterleaver

  - commcnvintrlv2/General Multiplexed Interleaver

  - dspsigops/Delay

- simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled

- simulink/Commonly Used Blocks/Unit Delay

- simulink/Discrete/Integer Delay

- simulink/Discrete/Memory

- simulink/Discrete/Tapped Delay

- simulink/User-Defined Functions/MATLAB Function

- sflib/Chart

- sflib/Truth Table

• When generating a black box interface to existing manually written HDL code

Command-Line Information

Property: `IgnoreDataChecking`
Type: integer
Default: `0`

See Also

`IgnoreDataChecking`

HDL Code Generation Pane: EDA Tool Scripts
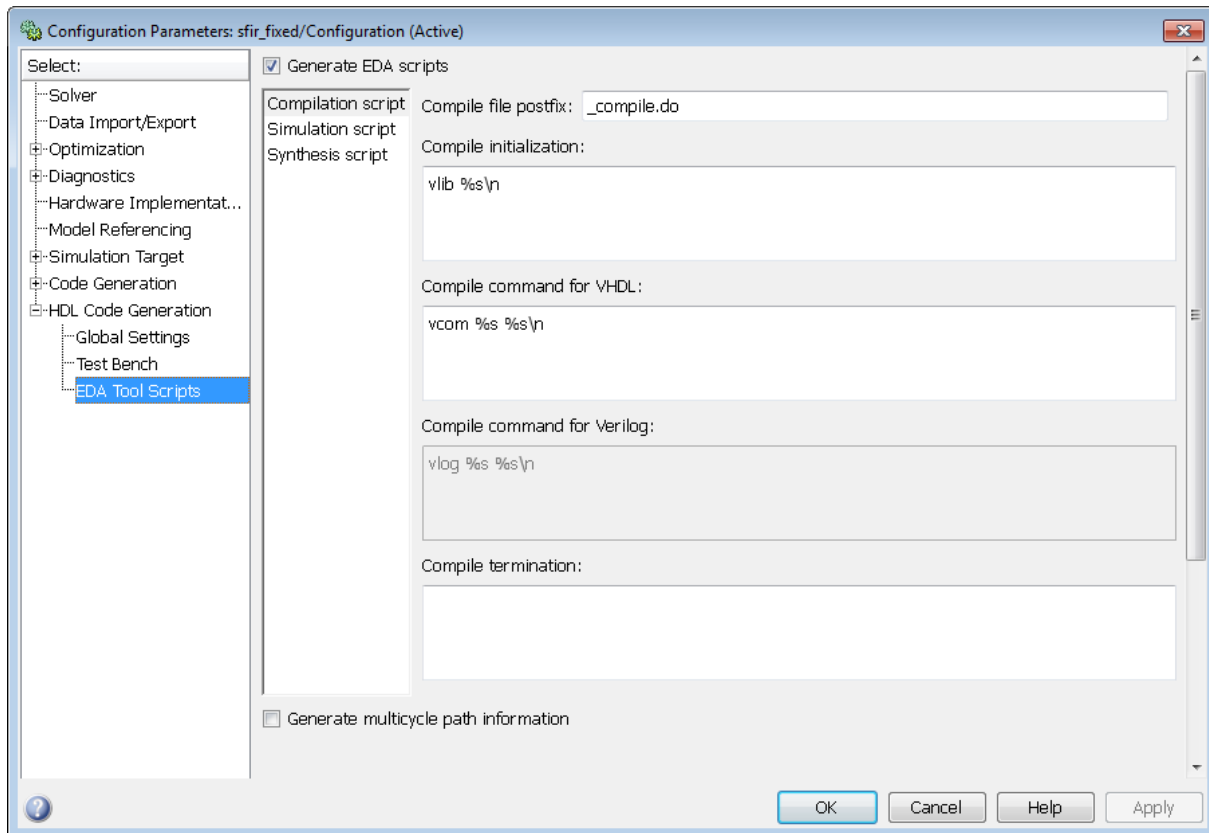
In this section...

In this section...

EDA Tool Scripts Overview

The **EDA Tool Scripts** pane lets you set all options that control generation of script files for third-party HDL simulation and synthesis tools.

Generate EDA scripts

Enable generation of script files for third-party electronic design automation (EDA) tools. These scripts let you compile and simulate generated HDL code and/or synthesize generated HDL code.

Settings

Default: On

☑ On

    Generation of script files is enabled.

☐ Off

    Generation of script files is disabled.

Command-Line Information

Parameter: EDAScriptGeneration
Type: string
Value: 'on' | 'off'
Default: 'on'

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- EDAScriptGeneration

Generate multicycle path information

Generate a file that reports multicycle path constraint information.

Settings

Default: Off

☑ On

Generate a text file that reports multicycle path constraint information, for use with synthesis tools.

☐ Off

Do not generate a multicycle path information file.

Command-Line Information

Parameter: `MulticyclePathInfo`
Type: string
Value: `'on'` | `'off'`
Default: `'off'`

See Also

- Generating a Multicycle Path Information File
- `MulticyclePathInfo`

Compile file postfix

Specify a postfix string appended to the DUT or test bench name to form the compilation script file name.

Settings

Default: _compile.do

For example, if the name of the device under test or test bench is my_design, the coder adds the postfix _compile.do to form the name my_design_compile.do.

Command-Line Information

　　Property: HDLCompileFilePostfix
　　Type: string
　　Default: '_compile.do'

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane
- HDLCompileFilePostfix

Compile Initialization

Specify a format string passed to `fprintf` to write the `Init` section of the compilation script.

Settings

Default: `vlib %s\n`

The `Init` phase of the script performs any required setup actions, such as creating a design library or a project file.

The argument `%s` is the contents of the `'VHDLLibraryName'` property, which defaults to `'work'`. You can override the default `Init` string (`'vlib work\n'` by changing the value of `'VHDLLibraryName'`.

Command-Line Information

> **Property:** `HDLCompileInit`
> **Type:** string
> **Default:** `'vlib %s\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLCompileInit`

Compile command for VHDL

Specify a format string passed to `fprintf` to write the `Cmd` section of the compilation script for VHDL files.

Settings

Default: `vcom %s %s\n`

The command-per-file phase (`Cmd`) of the script is called iteratively, once per generated HDL file or once per signal. On each call, a different file or signal name is passed in.

The two arguments in the compile command are the contents of the `SimulatorFlags` property and the file name of the current entity or module. To omit the flags, set `SimulatorFlags` to `''` (the default).

Command-Line Information

> **Property:** `HDLCompileVHDLCmd`
> **Type:** string
> **Default:** `'vcom %s %s\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLCompileVHDLCmd`

Compile command for Verilog

Specify a format string passed to `fprintf` to write the `Cmd` section of the compilation script for Verilog files.

Settings

Default: `vlog %s %s\n`

The command-per-file phase (`Cmd`) of the script is called iteratively, once per generated HDL file or once per signal. On each call, a different file or signal name is passed in.

The two arguments in the compile command are the contents of the `SimulatorFlags` property and the file name of the current entity or module. To omit the flags, set `SimulatorFlags` property to `''` (the default).

Command-Line Information

Property: `HDLCompileVerilogCmd`
Type: string
Default: `'vlog %s %s\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLCompileVerilogCmd`

Compile termination

Specify a format string passed to `fprintf` to write the termination portion of the compilation script.

Settings

Default: empty string

The termination phase (`Term`) is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the `Cmd` phase. The `Term` phase takes no arguments.

Command-Line Information

    Property: `HDLCompileTerm`
    Type: string
    Default: `''`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLCompileTerm`

Simulation file postfix

Specify a postfix string appended to the DUT or test bench name to form the simulation script file name.

Settings

Default: _sim.do

For example, if the name of the device under test or test bench is my_design, the coder adds the postfix _sim.do to form the name my_design_sim.do.

Command-Line Information

Property: HDLSimFilePostfix
Type: string
Default: '_sim.do'

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- HDLSimFilePostfix

Simulation initialization

Specify a format string passed to `fprintf` to write the initialization section of the simulation script.

Settings

Default: The default string is

```
['onbreak resume\nonerror resume\n']
```

The `Init` phase of the script performs any required setup actions, such as creating a design library or a project file.

Command-Line Information

Property: `HDLSimInit`
Type: string
Default: `['onbreak resume\nonerror resume\n']`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLSimInit`

Simulation command

Specify a format string passed to `fprintf` to write the simulation command.

Settings

Default: `vsim -novopt work.%s\n`

The implicit argument is the top-level module or entity name.

Command-Line Information

Property: `HDLSimCmd`
Type: string
Default: `'vsim -novopt work.%s\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane.

- `HDLSimCmd`

Simulation waveform viewing command

Specify the waveform viewing command written to simulation script.

Settings

Default: `add wave sim:%s\n`

The implicit argument is the top-level module or entity name.

Command-Line Information

> **Property:** `HDLSimViewWaveCmd`
> **Type:** string
> **Default:** `'add wave sim:%s\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLSimViewWaveCmd`

Simulation termination

Specify a format string passed to `fprintf` to write the termination portion of the simulation script.

Settings

Default: `run -all\n`

The termination phase (`Term`) is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the `Cmd` phase. The `Term` phase takes no arguments.

Command-Line Information

    Property: `HDLSimTerm`
    Type: string
    Default: `'run -all\n'`

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- `HDLSimTerm`

Choose synthesis tool

Enable or disable generation of synthesis scripts, and select the synthesis tool for which the coder generates scripts.

Settings

Default: None

None

> When you select None, the coder does not generate a synthesis script. The coder clears and disables all fields in the **Synthesis script** pane.

Altera Quartus II

> Generate a synthesis script for Altera Quartus II. When you select this option, the coder:

- Enables all fields in the **Synthesis script** pane.

- Sets **Synthesis file postfix** to _quartus.tcl

- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Mentor Graphics Precision

> Generate a synthesis script for Mentor Graphics Precision. When you select this option, the coder:

- Enables all fields in the **Synthesis script** pane.

- Sets **Synthesis file postfix** to _precision.tcl

- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Synopsys Synplify Pro

> Generate a synthesis script for Synopsys Synplify Pro. When you select this option, the coder:

- Enables all fields in the **Synthesis script** pane.

- Sets **Synthesis file postfix** to _synplify.tcl

- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Xilinx ISE

> Generate a synthesis script for Xilinx ISE. When you select this option, the coder:

- Enables all fields in the **Synthesis script** pane.

- Sets **Synthesis file postfix** to _ise.tcl

- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Command-Line Information

Property: SynthToolOption
Type: string
Value: 'none' | 'ISE' | 'Precision' | 'Quartus' | 'Synplify'
Default: 'none'

See Also

SynthToolOption

Synthesis file postfix

Specify a postfix string appended to file name for generated synthesis scripts.

Settings

Default: None.

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the postfix for generated synthesis file names to one of the following:

```
_ise.tcl
_precision.tcl
_quartus.tcl
_synplify.tcl
```

For example, if the DUT name is `my_design` and the choice of synthesis tool is `Synopsys Synplify Pro`, the coder adds the postfix `_synplify.tcl` to form the name `my_design_synplify.tcl`.

Command-Line Information

Property: `HDLSynthFilePostfix`
Type: string
Default: none

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane
- `HDLSynthFilePostfix`

Synthesis initialization

Specify a format string passed to fprintf to write the initialization section of the synthesis script.

Settings

Default: none.

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the **Synthesis initialization** string. The default string is a format string passed to fprintf to write the Init section of the synthesis script. The default string is a synthesis project creation command. The implicit argument is the top-level module or entity name. The content of the string is specific to the selected synthesis tool.

Command-Line Information

Property: HDLSynthInit
Type: string
Default: none

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane

- HDLSynthInit

Synthesis command

Specify a format string passed to `fprintf` to write the synthesis command.

Settings

Default: none.

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the **Synthesis command** string. The default string is a format string passed to `fprintf` to write the `Cmd` section of the synthesis script. The argument is the filename of the entity or module. The content of the string is specific to the selected synthesis tool.

Command-Line Information

Property: `HDLSynthCmd`
Type: string
Default: none

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane
- `HDLSynthCmd`

Synthesis termination

Specify a format string passed to `fprintf` to write the termination portion of the synthesis script.

Settings

Default: none

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the **Synthesis termination** string. The default string is a format string passed to `fprintf` to write the `Term` section of the synthesis script. The termination string does not take any arguments. The content of the string is specific to the selected synthesis tool.

Command-Line Information

Property: `HDLSynthTerm`
Type: string
Default: none

See Also

- Controlling Script Generation with the EDA Tool Scripts GUI Pane
- `HDLSynthTerm`

4

Specifying Block Implementations and Parameters for HDL Code Generation

- "Overview of Block Implementations and Implementation Parameters" on page 4-2

- "Viewing Block Implementation and Implementation Parameter Settings in the HDL Block Properties Dialog Box" on page 4-5

- "Selecting Block Implementations and Setting Implementation Parameters with the HDL Block Properties Dialog Box" on page 4-9

- "Selecting Block Implementations with hdlset_param" on page 4-16

- "Selecting Implementations and Setting Implementation Parameters for Multiple Blocks" on page 4-20

- "Obtaining HDL-Related Block and Model Parameter Information" on page 4-22

Overview of Block Implementations and Implementation Parameters

Block implementation methods are code generator components that emit HDL code for the blocks in a model. This document refers to block implementation methods as *block implementations* or simply *implementations*.

The coder provides at least one block implementation for every supported block. This is called the *default implementation.* In addition, the coder provides alternate block implementations for certain block types. Each implementation is optimized for different characteristics, such as speed or chip area. For example, you can choose Gain block implementations that reduce area by using canonic signed digit (CSD) techniques, or use a default implementation that retains multipliers.

For many block implementations, you can set *implementation parameters* that provide a further level of control over how code is generated for a particular implementation. For example, most blocks support the `'InputPipeline'` and `'OutputPipeline'` implementation parameters. These parameters let you specify the generation of input or output pipeline stages for selected blocks by passing in the required pipeline depth as the parameter value. "Summary of Block Implementations" on page 5-3 provides a complete summary of all supported blocks and their implementations and implementation parameters.

The coder supports tasks related to setting and viewing block implementations and implementation parameters in the GUI and in command-line utilities, as summarized in the following table.

To...	Using the GUI...	Using Command Line Tools...
Select an implementation for an individual block	See "Selecting Block Implementations and Setting Implementation Parameters with the HDL Block Properties Dialog Box" on page 4-9	See "Selecting Block Implementations with hdlset_param" on page 4-16
Set implementation parameters for an individual block	See "Selecting Block Implementations and Setting Implementation Parameters with the HDL Block Properties Dialog Box" on page 4-9	See "Selecting Block Implementations with hdlset_param" on page 4-16

To...	Using the GUI...	Using Command Line Tools...
Select an implementation for multiple blocks	N/A	See "Selecting Implementations and Setting Implementation Parameters for Multiple Blocks" on page 4-20
Set implementation parameters for multiple blocks	N/A	See "Selecting Implementations and Setting Implementation Parameters for Multiple Blocks" on page 4-20
Obtain current HDL-related settings for a block	See "Viewing Block Implementation and Implementation Parameter Settings in the HDL Block Properties Dialog Box" on page 4-5	See "Obtaining Block-level HDL Settings" on page 4-22
Obtain current HDL-related settings for a model	See Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes"	See "Obtaining Model-level HDL Settings" on page 4-24
Use a control file to select block implementations and set implementation parameters	See "A Note on Control Files" on page 4-3	
Apply block implementation and implementation parameter settings from a control file to a model	N/A	See `hdlapplycontrolfile`

A Note on Control Files

As of release R2010b, use of control files is no longer recommended. The coder now saves all non-default block implementation and implementation

parameters settings to the model, eliminating the need to load and save a separate control file.

If you have existing models with attached control files, you should convert them to the current format. To do this, simply open the model and save it.

For backward compatibility, the coder continues to support models that have attached control files. For further information about control files, and compatibility and conversion issues, see: Chapter 17, "Code Generation Control Files".

Viewing Block Implementation and Implementation Parameter Settings in the HDL Block Properties Dialog Box

The HDL Properties dialog box lets you view and set HDL-related block properties at the individual block level. This example uses the `simplevectorsum` demonstration model to demonstrate how to view HDL block and subsystem parameters.

The `simplevectorsum` model is located at `MATLABROOT/toolbox/hdlcoder/hdlcoderdemos/simplevectorsum.mdl`.

1 Open the `simplevectorsum` model.
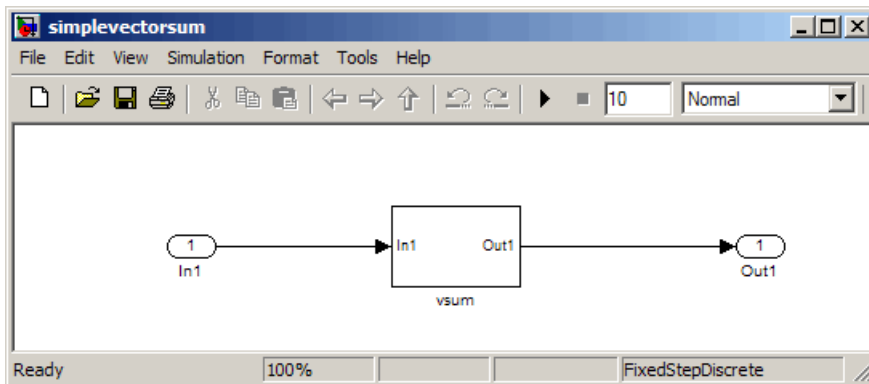
2 Open the `vsum` subsystem.

3 Right-click the Sum of Elements block in the `vsum` subsystem. Then, select **HDL Code Generation > HDL Block Properties** from the pulldown menu.

4 The HDL Properties dialog box for the block opens. The following figure shows the dialog box.
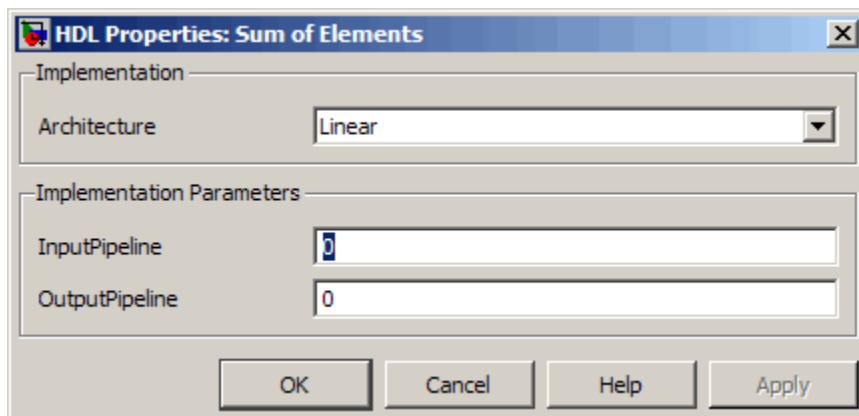
5 As shown in the following figure, the HDL Properties dialog box has two
sections:

- The Implementation section contains the **Architecture** pulldown
  menu. The menu lets you select one of three block implementations:
  Cascade, Linear (the default) , and Tree.

- The Implementation Parameters section of the dialog box and lets you
  view and set the implementation parameters supported by the selected
  implementation. All implementations for the Sum of Elements block
  support the **InputPipeline** and **OutputPipeline** parameters. To learn
  about the specific implementations and implementation parameters
  supported by any block, see "Summary of Block Implementations" on
  page 5-3.
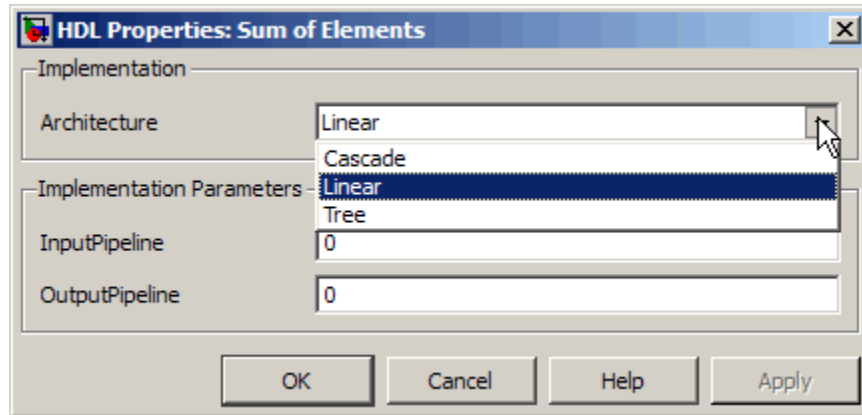
6 Close the dialog box. Then close the vsum subsystem.

7 In the top-level model window, right-click on the vsum subsystem. Then, select **HDL Code Generation > HDL Block Properties** from the pulldown menu.

8 The HDL Properties dialog box for the subsystem opens. The following figure shows the dialog box.
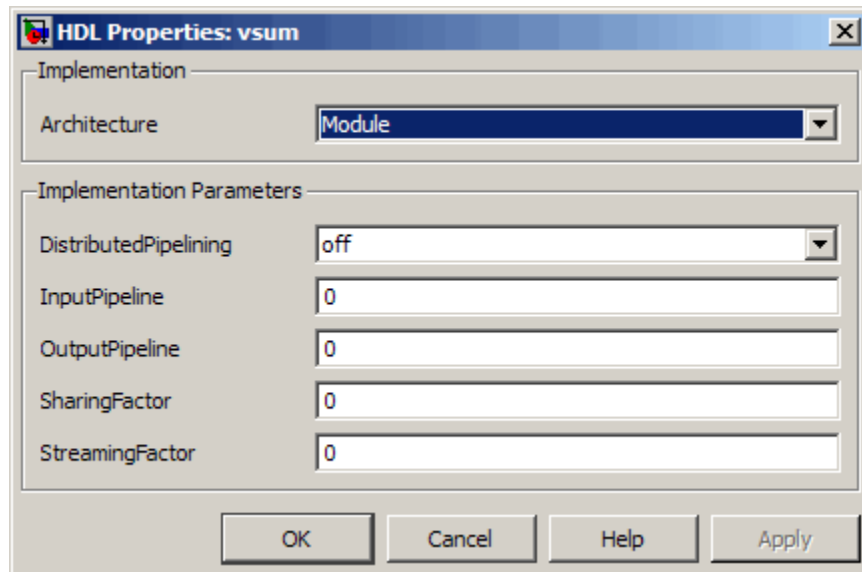
Like the HDL Properties dialog box for the Sum of Elements block, the HDL Properties dialog box for the vsum subsystem has two sections:

- The Implementation section contains the **Architecture** pulldown menu. Since the coder supports only one implementation for the Subsystem block, this menu offers only one choice..

- The Implementation Parameters section of the dialog box and lets you view and set the implementation parameters supported by the selected implementation. Like most blocks, the Subsystem block supports the **InputPipeline** and **OutputPipeline** parameters. In addition, the Subsystem block supports the **DistributedPipelining**, **SharingFactor** and **StreamingFactor** parameters. To learn about the specific implementations and implementation parameters supported by any block, see "Summary of Block Implementations" on page 5-3.

9 Click **OK** to dismiss the dialog.

10 Close the simplevectorsum model.

Selecting Block Implementations and Setting Implementation Parameters with the HDL Block Properties Dialog Box

This example uses the simplevectorsum model to demonstrate how to select different block implementations in the **HDL Block Properties** dialog box. The example also compares excerpts from VHDL code generated with different implementations.

The simplevectorsum demonstration model is located at MATLABROOT/toolbox/hdlcoder/hdlcoderdemos/simplevectorsum.mdl.

1 Open the simplevectorsum demonstration model.

2 Save a local copy of the model.

3 Compile the model by performing an update diagram. After the model compiles, the block diagram updates to show the port data types and signal dimensions. The following figure shows the top level model.

Open the vsum subsystem. The following figure shows the subsystem.
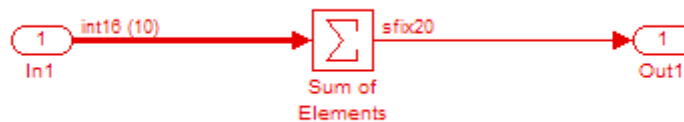
4 Right-click the Sum of Elements block in the `vsum` subsystem. Then, select **HDL Code Generation > HDL Block Properties** from the pulldown menu.

5 The HDL Properties dialog box for the block opens. The following figure shows the dialog box.
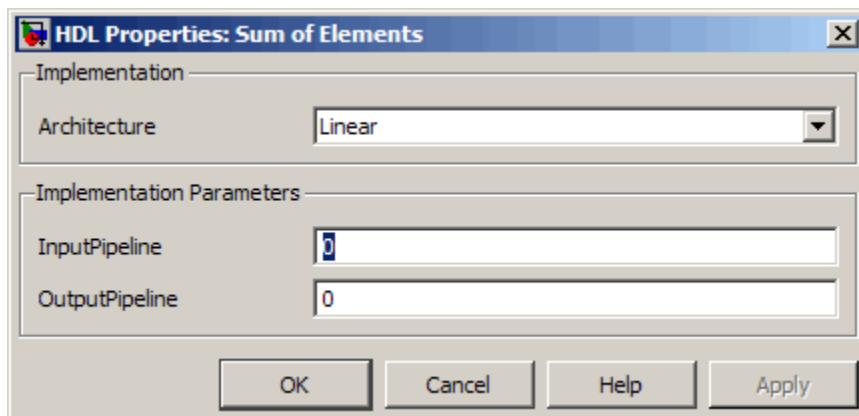
6 As shown in the following figure, the HDL Properties dialog box has two sections:

- The `Implementation` section contains the **Architecture** pulldown menu. The menu lets you select one of three block implementations: `Cascade`, `Linear` (the default) , and `Tree`.

- The `Implementation Parameters` section of the dialog box and lets you view and set the implementation parameters supported by the selected implementation. All implementations for the Sum of elements block support the **InputPipeline** and **OutputPipeline** parameters.
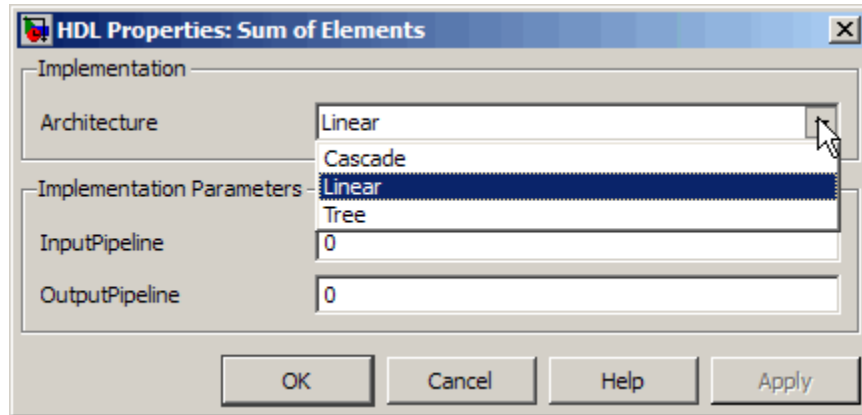
For now, leave all fields of the dialog box at their default values, and close the dialog box.

7 At the MATLAB command line, type the following command to generate VHDL code.

```
makehdl('simplevectorsum/vsum')
```

8 When code generation completes, click on the link to `hdlsrc\vsum.vhd` in the command window. When the Editor window opens, observe the `ARCHITECTURE` section of the generated code. This code (shown in the following listing) illustrates the default (`Linear`) implementation for summation of elements of a vector signal. The `Linear` implementation generates a chain of `N` operations (adders) for `N` inputs.

```
ARCHITECTURE rtl OF vsum IS

  -- Signals
  SIGNAL In1_signed                  : vector_of_signed16(0 TO 9);  -- int16 [10]
  SIGNAL Sum_of_Elements_add_temp    : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_1  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_2  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_3  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_4  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_5  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_6  : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL Sum_of_Elements_add_temp_7  : signed(19 DOWNTO 0);  -- sfix20
```

```
SIGNAL Sum_of_Elements_out1                  : signed(19 DOWNTO 0);  -- sfix20

BEGIN
  outputgen: FOR k IN 0 TO 9 GENERATE
    In1_signed(k) <= signed(In1(k));
  END GENERATE;

  Sum_of_Elements_add_temp <= resize(In1_signed(0), 20) + resize(In1_signed(1), 20);
  Sum_of_Elements_add_temp_1 <= Sum_of_Elements_add_temp + resize(In1_signed(2), 20);
  Sum_of_Elements_add_temp_2 <= Sum_of_Elements_add_temp_1 + resize(In1_signed(3), 20);
  Sum_of_Elements_add_temp_3 <= Sum_of_Elements_add_temp_2 + resize(In1_signed(4), 20);
  Sum_of_Elements_add_temp_4 <= Sum_of_Elements_add_temp_3 + resize(In1_signed(5), 20);
  Sum_of_Elements_add_temp_5 <= Sum_of_Elements_add_temp_4 + resize(In1_signed(6), 20);
  Sum_of_Elements_add_temp_6 <= Sum_of_Elements_add_temp_5 + resize(In1_signed(7), 20);
  Sum_of_Elements_add_temp_7 <= Sum_of_Elements_add_temp_6 + resize(In1_signed(8), 20);
  Sum_of_Elements_out1 <= Sum_of_Elements_add_temp_7 + resize(In1_signed(9), 20);

  Out1 <= std_logic_vector(Sum_of_Elements_out1);

END rtl;
```

9 Close the Editor window.

10 Right-click the Sum of Elements block in the vsum subsystem. Then, select **HDL Code Generation > HDL Block Properties** from the pulldown menu. The HDL Properties dialog box for the block opens. This time, select the Tree implementation.

11 Specify an output pipelining depth of 2 by entering 2 into the **OutputPipeline** field. (This specification is only to demonstrate the generation of pipelining code, not for any practical value.)

12 Click **Apply**.

The HDL Properties dialog box should now appear as shown in the following figure.
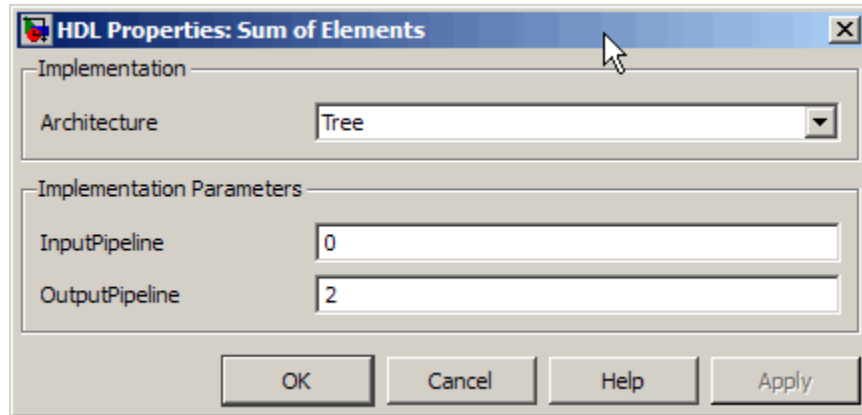
13 Click **OK** to dismiss the dialog.

14 At the MATLAB command line, type the following command to generate VHDL code.

```
makehdl('simplevectorsum/vsum')
```

15 When code generation completes, click on the link to hdlsrc\vsum.vhd in the command window. When the Editor window opens, observe the ARCHITECTURE section of the generated code. The following listing illustrates the signal declarations and the Tree implementation for summation of a vector signal. The implementation generates a four-stage tree of adders. The vector input signal is demultiplexed and connected, as five pairs of operands, to the five adders in the first stage of the tree. At each stage of the tree, the widths of the adder outputs increase as required to avoid overflow in computing intermediate results.

```
-- Signals
SIGNAL enb                          : std_logic;
SIGNAL In1_signed                   : vector_of_signed16(0 TO 9);  -- int16 [10]
SIGNAL Sum_of_Elements_stage1       : vector_of_signed17(0 TO 4);  -- sfix17 [5]
SIGNAL Sum_of_Elements_stage2       : vector_of_signed18(0 TO 2);  -- sfix18 [3]
SIGNAL Sum_of_Elements_stage3       : vector_of_signed19(0 TO 1);  -- sfix19 [2]
SIGNAL Sum_of_Elements_stage4       : signed(19 DOWNTO 0);  -- sfix20
SIGNAL Sum_of_Elements_out1         : signed(19 DOWNTO 0);  -- sfix20
SIGNAL Sum_of_Elements_out_pipe_reg : vector_of_signed20(0 TO 1);  -- sfix20 [2]
SIGNAL Sum_of_Elements_out1_1       : signed(19 DOWNTO 0);  -- sfix20
```

4-13

```
BEGIN
  outputgen: FOR k IN 0 TO 9 GENERATE
    In1_signed(k) <= signed(In1(k));
  END GENERATE;

  ---- Tree sum implementation ----
  ---- Tree sum stage 1 ----
  Sum_of_Elements_stage1(0) <= resize(In1_signed(0), 17) + resize(In1_signed(1), 17);
  Sum_of_Elements_stage1(1) <= resize(In1_signed(2), 17) + resize(In1_signed(3), 17);
  Sum_of_Elements_stage1(2) <= resize(In1_signed(4), 17) + resize(In1_signed(5), 17);
  Sum_of_Elements_stage1(3) <= resize(In1_signed(6), 17) + resize(In1_signed(7), 17);
  Sum_of_Elements_stage1(4) <= resize(In1_signed(8), 17) + resize(In1_signed(9), 17);

  ---- Tree sum stage 2 ----
  Sum_of_Elements_stage2(0) <= resize(Sum_of_Elements_stage1(0), 18)...
+ resize(Sum_of_Elements_stage1(1), 18);
  Sum_of_Elements_stage2(1) <= resize(Sum_of_Elements_stage1(2), 18)...
+ resize(Sum_of_Elements_stage1(3), 18);
  Sum_of_Elements_stage2(2) <= resize(Sum_of_Elements_stage1(4), 18);

  ---- Tree sum stage 3 ----
  Sum_of_Elements_stage3(0) <= resize(Sum_of_Elements_stage2(0), 19)...
+ resize(Sum_of_Elements_stage2(1), 19);
  Sum_of_Elements_stage3(1) <= resize(Sum_of_Elements_stage2(2), 19);

  ---- Tree sum stage 4 ----
  Sum_of_Elements_stage4 <= resize(Sum_of_Elements_stage3(0), 20)...
+ resize(Sum_of_Elements_stage3(1), 20);

  Sum_of_Elements_out1 <= Sum_of_Elements_stage4;
```

16 Following the sum computation, observe that the coder has generated two pipeline registers before the output.

```
enb <= clk_enable;

  Sum_of_Elements_out_pipe_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
```

```
   Sum_of_Elements_out_pipe_reg <= (OTHERS => to_signed(0, 20));
 ELSIF clk'EVENT AND clk = '1' THEN
   IF enb = '1' THEN
     Sum_of_Elements_out_pipe_reg(0) <= Sum_of_Elements_out1;
     Sum_of_Elements_out_pipe_reg(1) <= Sum_of_Elements_out_pipe_reg(0);
   END IF;
 END IF;
END PROCESS Sum_of_Elements_out_pipe_process;

Sum_of_Elements_out1_1 <= Sum_of_Elements_out_pipe_reg(1);

Out1 <= std_logic_vector(Sum_of_Elements_out1_1);

ce_out <= clk_enable;
```

17 If desired, save your local copy of the model for use in future sessions. All HDL-related settings, including block implementation and implementation parameter settings, are saved with the model.

18 Close the simplevectorsum model.

Selecting Block Implementations with hdlset_param

hdlset_param(path,Name,Value) sets HDL-related parameters in the block or model referenced by path. One or more Name,Value pair arguments specify the parameters to be set, and their values. You can specify several name and value pair arguments in any order as Name1,Value1, ,NameN,ValueN.

This example uses the simplevectorsum model to demonstrate how to select a block implementations with the hdlset_param function .

The example also shows how to use the hdlget_param function to view the value of an HDL block parameter.

The simplevectorsum demonstration model is located at MATLABROOT/toolbox/hdlcoder/hdlcoderdemos/simplevectorsum.mdl.

1 Open the simplevectorsum demonstration model.

2 Save a local copy of the model.

3 From the Simulink **Edit** menu, select **Update Diagram** (or press **Ctrl+D**) to compile the model. After the model compiles, the block diagram updates to show the port data types and signal dimensions. The following figure shows the top level model.

Open the vsum subsystem. The following figure shows the subsystem.
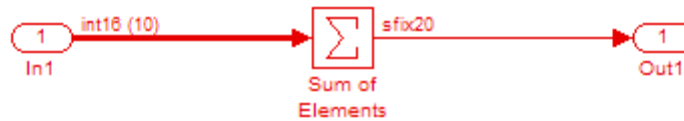
4 Click on the Sum of Elements block to select it as the DUT.

5 At the MATLAB command line, type the following command to select the `Tree` implementation for the Sum of Elements block.

```
hdlset_param(gcb, 'Architecture', 'Tree');
```

6 You can verify that the implementation for the Sum of Elements block is now set to `Cascade` by querying with the `hdlget_param` function.

```
hdlget_param(gcb, 'Architecture')

ans =

Tree
```

7 At the MATLAB command line, type the following command to generate VHDL code

```
makehdl('simplevectorsum/vsum')
```

8 When code generation completes, click on the link to `hdlsrc\vsum.vhd` in the command window. When the Editor window opens, observe the `ARCHITECTURE` section of the generated code. The following listing illustrates the signal declarations and the `Tree` implementation for summation of a vector signal. The implementation generates a four-stage tree of adders. The vector input signal is demultiplexed and connected, as five pairs of operands, to the five adders in the first stage of the tree. At each stage of the tree, the widths of the adder outputs increase as required to avoid overflow in computing intermediate results.

```
ARCHITECTURE rtl OF Sum_of_Elements IS

  -- Signals
```

```vhdl
  SIGNAL in0_signed                       : vector_of_signed16(0 TO 9);  -- int16 [10]
  SIGNAL Sum_of_Elements_stage1           : vector_of_signed17(0 TO 4);  -- sfix17 [5]
  SIGNAL Sum_of_Elements_stage2           : vector_of_signed18(0 TO 2);  -- sfix18 [3]
  SIGNAL Sum_of_Elements_stage3           : vector_of_signed19(0 TO 1);  -- sfix19 [2]
  SIGNAL Sum_of_Elements_stage4           : signed(19 DOWNTO 0);  -- sfix20
  SIGNAL out0_tmp                         : signed(19 DOWNTO 0);  -- sfix20

BEGIN
  outputgen: FOR k IN 0 TO 9 GENERATE
    in0_signed(k) <= signed(in0(k));
  END GENERATE;

  ---- Tree sum implementation ----
  ---- Tree sum stage 1 ----
  Sum_of_Elements_stage1(0) <= resize(in0_signed(0), 17) + resize(in0_signed(1), 17);
  Sum_of_Elements_stage1(1) <= resize(in0_signed(2), 17) + resize(in0_signed(3), 17);
  Sum_of_Elements_stage1(2) <= resize(in0_signed(4), 17) + resize(in0_signed(5), 17);
  Sum_of_Elements_stage1(3) <= resize(in0_signed(6), 17) + resize(in0_signed(7), 17);
  Sum_of_Elements_stage1(4) <= resize(in0_signed(8), 17) + resize(in0_signed(9), 17);

  ---- Tree sum stage 2 ----
  Sum_of_Elements_stage2(0) <= resize(Sum_of_Elements_stage1(0), 18)...
+ resize(Sum_of_Elements_stage1(1), 18);
  Sum_of_Elements_stage2(1) <= resize(Sum_of_Elements_stage1(2), 18)...
+ resize(Sum_of_Elements_stage1(3), 18);
  Sum_of_Elements_stage2(2) <= resize(Sum_of_Elements_stage1(4), 18);

  ---- Tree sum stage 3 ----
  Sum_of_Elements_stage3(0) <= resize(Sum_of_Elements_stage2(0), 19)...
+ resize(Sum_of_Elements_stage2(1), 19);
  Sum_of_Elements_stage3(1) <= resize(Sum_of_Elements_stage2(2), 19);

  ---- Tree sum stage 4 ----
  Sum_of_Elements_stage4 <= resize(Sum_of_Elements_stage3(0), 20)...
+ resize(Sum_of_Elements_stage3(1), 20);

  out0_tmp <= Sum_of_Elements_stage4;

  out0 <= std_logic_vector(out0_tmp);
```

```
END rtl;
```

9 Close the Editor window.

10 If desired, save your local copy of the model for use in future sessions. All non-default HDL-related settings, including block implementation and implementation parameter settings, are saved with the model.

11 Close the `simplevectorsum` model.

Selecting Implementations and Setting Implementation Parameters for Multiple Blocks

For models that contain a large number of blocks, using the **HDL Block Properties** dialog box to select block implementations or set implementation parameters for individual blocks may not be practical. It is more efficient to set HDL-related model or block parameters for multiple blocks programmatically. You can use the find_system function to locate the blocks of interest. Then, use a loop to iterate over all the blocks and call hdlset_param to set the desired parameters.

See the Simulink documentation for detailed information about find_system.

The following example uses the sfir_fixed model to demonstrate how to locate a group of blocks in a subsystem and specify the output pipeline depth uniformly for all the blocks.

1 Open the sfir_fixed model.

2 Click on the sfir_fixed/symmetric_fir subsystem to select it.

3 Locate all Product blocks within the subsystem as follows:

```
prodblocks = find_system(gcb, 'BlockType', 'Product')

prodblocks =

    'sfir_fixed/symmetric_fir/Product'
    'sfir_fixed/symmetric_fir/Product1'
    'sfir_fixed/symmetric_fir/Product2'
    'sfir_fixed/symmetric_fir/Product3'
```

4 Set the output pipeline depth to 2 for all selected blocks.

```
for ii=1:length(prodblocks), hdlset_param(prodblocks{ii}, 'OutputPipeline', 2), end;
```

5 To verify the settings, display the value of the OutputPipeline parameter for the blocks .

```
for ii=1:length(prodblocks), hdlget_param(prodblocks{ii},  'OutputPipeline'), end;
```

```
ans =

    2


ans =

    2


ans =

    2


ans =

    2
```

Obtaining HDL-Related Block and Model Parameter Information

In this section...

The coder provides several utility functions to help you obtain HDL-related settings at both the model and block level. The following examples illustrate typical uses for these functions. See Chapter 21, "Function Reference" for full syntax summaries of each function.

Obtaining Block-level HDL Settings

hdlget_params

hdlget_param returns the value of a specified HDL parameter, or of all HDL parameters, for a specified block.

In the following example hdlget_param returns all HDL block parameters and values to the cell array p.

```
 p = hdlget_param(gcb,'all')

p =

     'Architecture'    'Linear'    'InputPipeline'    [0]    'OutputPipeline'    [0]
```

In the following example hdlget_param returns the value of the HDL block parameter OutputPipeline to the variable p.

```
 p = hdlget_param(gcb,'OutputPipeline')

p =

     3
```

hdldispblkparams

`hdldispblkparams` displays HDL block parameters for a specified block without returning a value.

The following example displays all HDL block parameters and values for the currently selected block.

```
hdldispblkparams(gcb,'all')

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of
Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Implementation

 Architecture  : Linear

Implementation Parameters

 InputPipeline : O
 OutputPipeline : O
```

The following example displays only HDL block parameters that have non-default values for the currently selected block.

```
hdldispblkparams(gcb)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of
Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Implementation

 Architecture : Linear

Implementation Parameters

 OutputPipeline : 3
```

Obtaining Model-level HDL Settings

To display the names and values of HDL-related properties in a model, use the `hdldispmdlparams` function.

The following example displays all HDL-related properties and values of the current model, in alphabetical order by property name.

```
hdldispmdlparams(bdroot,'all')

%%%%%%%%%%%%%%%%%%%%%%%
HDL CodeGen Parameters
%%%%%%%%%%%%%%%%%%%%%%%

AddPipelineRegisters          : 'off'
Backannotation                : 'on'
BlockGenerateLabel            : '_gen'
CheckHDL                      : 'off'
ClockEnableInputPort          : 'clk_enable'
.
.
.
VerilogFileExtension          : '.v'
```

The following example displays only HDL-related properties that have non-default values.

```
hdldispmdlparams(bdroot)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL CodeGen Parameters (non-default)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

CodeGenerationOutput      : 'GenerateHDLCodeAndDisplayGeneratedModel'
HDLSubsystem              : 'simplevectorsum/vsum'
ResetAssertedLevel        : 'Active-low'
Traceability              : 'on'
```

5

Guide to Supported Blocks and Block Implementations

Generating a Supported Blocks Quick Reference Report

You can generate an HTML table that summarizes all blocks that are supported for HDL Code generation, as follows:

1 Type the following at the MATLAB command line:

```
hdllib('html');
```

2 After `hdllib` builds the `hdlsupported.mdl`, it types the following message with hyperlink:

```
### HDL Supported Block List hdlblklist.html
```

3 Click on the `hdlblklist.html` link to see the generated HTML block list.

See also "Supported Blocks Library" on page 10-35.

Summary of Block Implementations

The following table summarizes all blocks that the coder supports for HDL code generation and their available implementations in the current release. The table columns indicate

- *Simulink Block*: Library path and block name.
- *Blockscope*: (*For use in control files only*). Block path and name to be passed as a `blockscope` string argument to `forEach` or `forAll`.
- *Implementations and Parameters*: Names of available implementations, and parameters supported for the implementation (if any). Every block has at least one implementation.

See Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" to learn how to select block implementations and parameters in the GUI or the command line.

Simulink Block	Blockscope	Implementations and Parameters
commcnvcod2/ Convolutional Encoder (See "Convolutional Encoder Block Requirements and Restrictions" on page 5-47	commcnvcod2/ Convolutional Encoder	default *Parameters*: `OutputPipeline`, `InputPipeline`
commcnvcod2/ Viterbi Decoder (See "Viterbi Decoder Block Requirements and Restrictions" on page 5-57 and "Pipelining the Traceback Unit" on page 5-58.)	commcnvcod2/ Viterbi Decoder	default *Parameters*: `OutputPipeline`, `InputPipeline`, `TracebackStagesPerPipeline`

Simulink Block	Blockscope	Implementations and Parameters
commcnvintrlv2/ Convolutional Deinterleaver (See "Convolutional Interleaver and Deinterleaver Block Requirements and Restrictions" on page 5-48.)	commcnvintrlv2/ Convolutional Deinterleaver	default, ShiftRegister *Parameters*: OutputPipeline, InputPipeline,ResetType RAM *Parameters*: OutputPipeline, InputPipeline
commcnvintrlv2/ Convolutional Interleaver (See "Convolutional Interleaver and Deinterleaver Block Requirements and Restrictions" on page 5-48.)	commcnvintrlv2/ Convolutional Interleaver	default, ShiftRegister *Parameters*: OutputPipeline, InputPipeline,ResetType RAM *Parameters*: OutputPipeline, InputPipeline
commcnvintrlv2/ General Multiplexed Deinterleaver (See "General Multiplexed Interleaver and Deinterleaver Block Requirements and Restrictions" on page 5-50.)	commcnvintrlv2/ General Multiplexed Deinterleaver	default, ShiftRegister *Parameters*: OutputPipeline, InputPipeline,ResetType

Simulink Block	Blockscope	Implementations and Parameters
commcnvintrlv2/ General Multiplexed Interleaver (See "General Multiplexed Interleaver and Deinterleaver Block Requirements and Restrictions" on page 5-50.)	commcnvintrlv2/ General Multiplexed Interleaver	default, ShiftRegister *Parameters*: `OutputPipeline`, `InputPipeline`,`ResetType`
commdigbbndpm3/BPSK Demodulator Baseband	commdigbbndpm3/BPSK Demodulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/BPSK Modulator Baseband	commdigbbndpm3/BPSK Modulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/M-PSK Demodulator Baseband	commdigbbndpm3/M-PSK Demodulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/M-PSK Modulator Baseband	commdigbbndpm3/M-PSK Modulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/ Rectangular QAM Demodulator Baseband See "Rectangular QAM Demodulator Baseband Block Requirements and Restrictions" on page 5-54	commdigbbndpm3/ Rectangular QAM Demodulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
commdigbbndpm3/ Rectangular QAM Modulator Baseband See "Rectangular QAM Modulator Baseband Block Requirements and Restrictions" on page 5-55	commdigbbndpm3/ Rectangular QAM Modulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/ Rectangular QPSK Demodulator Baseband	commdigbbndpm3/ Rectangular QPSK Demodulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commdigbbndpm3/QPSK Modulator Baseband	commdigbbndpm3/QPSK Modulator Baseband	default *Parameters*: `OutputPipeline`, `InputPipeline`
commseqgen2/PN Sequence Generator (See "PN Sequence Generator Block Requirements and Restrictions" on page 5-53.)	commseqgen2/PN Sequence Generator	default *Parameters*: `OutputPipeline`, `InputPipeline`
discoverylib/HDL Cosimulation	lfilinklib/HDL Cosimulation	default *Parameters:* See "Interface Generation Parameters" on page 5-101

Simulink Block	Blockscope	Implementations and Parameters
		Note Support for Synopsys Discovery will be removed in a future release. The Discovery HDL Cosimulation block is supported in R2011a for backward compatibility only.
dspadpt3/LMS Filter (See "LMS Filter Usage and Restrictions" on page 5-50.)	dspadpt3/LMS Filter	default *Parameters*: `OutputPipeline`, `InputPipeline`
dsparch4/Biquad Filter (See "Biquad Filter Block Requirements and Restrictions" on page 5-47 ,"Pipelining Implementation Parameters for Filter Blocks" on page 5-86, and "CoeffMultipliers" on page 5-62)	dsparch4/Biquad Filter	default *Parameters*: `OutputPipeline`, `InputPipeline`, `CoeffMultipliers`, `AddPipelineRegisters`
dsparch4/Digital Filter (See "Digital Filter Block Requirements and Restrictions" on page 5-49 and "CoeffMultipliers" on page 5-62,"Distributed Arithmetic Implementation Parameters for Digital Filter Blocks" on page 5-65 ,"Pipelining Implementation	dsparch4/Digital Filter	default *Parameters*: `OutputPipeline`, `InputPipeline`, `CoeffMultipliers`, `DALUTPartition`, `DARadix`, `SerialPartition` , `ReuseAccum`, `AddPipelineRegisters`, `MultiplierInputPipeline`, `MultiplierOutputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
Parameters for Filter Blocks" on page 5-86, and "Speed vs. Area Optimizations for FIR Filter Implementations" on page 5-95.)		
dspindex/Multiport Selector	dspindex/Multiport Selector	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspindex/Variable Selector	dspindex/Variable Selector	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspmlti4/CIC Decimation (See "Multirate CIC Decimation and Multirate FIR Decimation Blocks Requirements and Restrictions" on page 5-51.) , and "Pipelining Implementation Parameters for Filter Blocks" on page 5-86	dspmlti4/CIC Decimation	default *Parameters*: `OutputPipeline`, `InputPipeline`, `AddPipelineRegisters`

Simulink Block	Blockscope	Implementations and Parameters
dspmlti4/CIC Interpolation (See "Multirate CIC Decimation and Multirate FIR Decimation Blocks Requirements and Restrictions" on page 5-51"Multirate CIC Interpolation and Multirate FIR Interpolation Blocks Requirements and Restrictions" on page 5-52 , and "Pipelining Implementation Parameters for Filter Blocks" on page 5-86.)	dspmlti4/CIC Interpolation	default *Parameters*: `OutputPipeline`, `InputPipeline`, `AddPipelineRegisters`
dspmlti4/FIR Decimation (See "Multirate CIC Decimation and Multirate FIR Decimation Blocks Requirements and Restrictions" on page 5-51 ,"CoeffMultipliers" on page 5-62 , "Distributed Arithmetic Implementation Parameters for Digital Filter Blocks" on page 5-65, and "Speed vs. Area Optimizations for FIR Filter Implementations" on page 5-95and "Pipelining Implementation Parameters for Filter Blocks" on page 5-86	dspmlti4/FIR Decimation	default *Parameters*: `OutputPipeline`, `InputPipeline`, `CoeffMultipliers`, `DALUTPartition`, `DARadix`, `SerialPartition` , `AddPipelineRegisters`, `MultiplierInputPipeline`, `MultiplierOutputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
dspmlti4/FIR Interpolation (See "Multirate CIC Interpolation and Multirate FIR Interpolation Blocks Requirements and Restrictions" on page 5-52, and "Pipelining Implementation Parameters for Filter Blocks" on page 5-86 "CoeffMultipliers" on page 5-62 ,.)	dspmlti4/FIR Interpolation	default *Parameters*: `OutputPipeline`, `InputPipeline`, `CoeffMultipliers`, `AddPipelineRegisters`
dspsigattribs/Convert 1-D to 2-D	dspsigattribs/Convert 1-D to 2-D	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspsigattribs/Data Type Conversion (See "Data Type Conversion Block Requirements and Restrictions" on page 5-49..)	built-in/ DataTypeConversion	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspsigattribs/Frame Conversion	built-in/FrameConversion	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspsigops/Delay	dspsigops/Delay	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`
dspsigops/Downsample	dspsigops/Downsample	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
dspsigops/Upsample	dspsigops/Upsample	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspsigops/NCO (See "NCO Block Requirements and Restrictions" on page 5-53.)	dspsigops/NCO	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspsnks4/Matrix Viewer	dspsnks4/Matrix Viewer	default, No HDL
dspsnks4/Signal To Workspace	built-in/SignalToWorkspace	default, No HDL
dspsnks4/Spectrum Scope	dspsnks4/Spectrum Scope	default, No HDL
dspsnks4/Time Scope	built-in/Scope	default, No HDL
dspsnks4/Vector Scope	dspsnks4/Vector Scope	default, No HDL
dspsnks4/Waterfall	dspsnks4/Waterfall	default, No HDL
dspsrcs4/DSP Constant	dspsrcs4/DSP Constant	default, Constant *Parameters*: `OutputPipeline`
dspsrcs4/Sine Wave (See "Sine Wave Block Requirements and Restrictions" on page 5-55.)	dspsrcs4/Sine Wave	default *Parameters*: `OutputPipeline`, `InputPipeline`
dspstat3/Maximum	dspstat3/Maximum	default, Tree *Parameters*: `OutputPipeline`, `InputPipeline`. Cascade *Parameters*: `OutputPipeline`, `InputPipeline`.

Simulink Block	Blockscope	Implementations and Parameters
dspstat3/Minimum	dspstat3/Minimum	default, Tree *Parameters*: `OutputPipeline`, `InputPipeline`. Cascade *Parameters*: `OutputPipeline`, `InputPipeline`.
hdldemolib/Bit Concat (See "Bitwise Operators" on page 7-49.)	hdldemolib/Bit Concat	default *Parameters*: `OutputPipeline`, `InputPipeline`.
hdldemolib/Bit Reduce (See "Bitwise Operators" on page 7-49.)	hdldemolib/Bit Reduce	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/Bit Rotate (See "Bitwise Operators" on page 7-49.)	hdldemolib/Bit Rotate	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/Bit Shift (See "Bitwise Operators" on page 7-49.)	hdldemolib/Bit Shift	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/Bit Slice (See "Bitwise Operators" on page 7-49.)	hdldemolib/Bit Slice	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/Dual Port RAM (See "Dual Port RAM Block" on page 7-6.)	hdldemolib/Dual Port RAM	default *Parameters*: `OutputPipeline`, `InputPipeline`, `RAMStyle`
hdldemolib/HDL Counter (See "HDL Counter" on page 7-15.)	hdldemolib/HDL Counter	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
hdldemolib/HDL FFT (See "HDL FFT" on page 7-27.)	hdldemolib/HDL FFT	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/HDL FIFO See "HDL FIFO" on page 7-35.)	hdldemolib/HDL FIFO	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/HDL Streaming FFT (See "HDL Streaming FFT" on page 7-39.)	hdldemolib/HDL Streaming FFT	default *Parameters*: `OutputPipeline`, `InputPipeline`
hdldemolib/Simple Dual Port RAM (See "Simple Dual Port RAM Block" on page 7-7.)	hdldemolib/Simple Dual Port RAM	default *Parameters*: `OutputPipeline`, `InputPipeline`, `RAMStyle`
hdldemolib/Single Port RAM (See "Single Port RAM Block" on page 7-9.)	hdldemolib/Single Port RAM	default *Parameters*: `OutputPipeline`, `InputPipeline`, `RAMStyle`
lfilinklib/HDL Cosimulation	lfilinklib/HDL Cosimulation	default *Parameters:* See "Interface Generation Parameters" on page 5-101.
modelsimlib/HDL Cosimulation	modelsimlib/HDL Cosimulation	default *Parameters:* See "Interface Generation Parameters" on page 5-101.
modelsimlib/To VCD File	modelsimlib/To VCD File	default, No HDL

Simulink Block	Blockscope	Implementations and Parameters
sflib/Chart (See also Chapter 12, "Stateflow HDL Code Generation Support", "DistributedPipelining" on page 5-75)	sflib/Chart	default *Parameters*: `OutputPipeline`, `InputPipeline`, `DistributedPipelining`, `ResetType`, `ConstMultiplierOptimization`
sflib/Truth Table	sflib/Truth Table	default *Parameters*: `OutputPipeline`, `InputPipeline`, `DistributedPipelining`, `ResetType`, `ConstMultiplierOptimization`
Signal Routing/From	built-in/From	default *Parameters*: `OutputPipeline`, `InputPipeline`
Signal Routing/Go To	built-in/Goto	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled	simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`
simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled Resettable	simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled Resettable	default *Parameters*: `OutputPipeline`, `InputPipeline`, `softreset`
simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Resettable	simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Resettable	default *Parameters*: `OutputPipeline`, `InputPipeline`, `softreset`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Decrement Real World	simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Decrement Real World	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Increment Real World	simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Increment Real World	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Decrement Stored Integer	simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Decrement Stored Integer	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Increment Store Integer	simulink/Additional Math & Discrete/ Additional Math: Increment - Decrement/Decrement Real World	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Constant	built-in/Constant	default, Constant *Parameters*: `OutputPipeline`, `InputPipeline`
		Logic Value *Parameters*: `OutputPipeline`, `InputPipeline`, `Value` (see Built-In/Constant on page 5-33)

Simulink Block	Blockscope	Implementations and Parameters
simulink/Commonly Used Blocks/Data Type Conversion (See "Data Type Conversion Block Requirements and Restrictions" on page 5-49.)	built-in/DataTypeConversion	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Discrete-Time Integrator (See "Discrete-Time Integrator Requirements and Restrictions" on page 5-49.)	built-in/DiscreteIntegrator	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Demux	built-in/Demux	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Gain	built-in/Gain	default *Parameters*: All implementations support `OutputPipeline`, `InputPipeline`, `ConstMultiplierOptimization` .
simulink/Commonly Used Blocks/Ground	built-in/Ground	default, Constant *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/In1	built-in/Inport	No HDL (Input ports generate automatically.)
simulink/Commonly Used Blocks/Logical Operator	built-in/Logic	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Commonly Used Blocks/Mux	built-in/Mux	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Out1	built-in/Outport	default, No HDL (Output ports generate automatically.)
simulink/Commonly Used Blocks/Product	built-in/Product	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline`. **Note**: Product blocks that have a vector input with two or more elements support Tree and Cascade.
		RecipNewton *Parameters*: `Iterations`, `OutputPipeline`, `InputPipeline`.
		See also "Implementations for Commonly Used Blocks" on page 5-33
simulink/Commonly Used Blocks/Relational Operator	built-in/ RelationalOperator	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Saturation	built-in/Saturate	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Scope	built-in/Scope	default, No HDL

Simulink Block	Blockscope	Implementations and Parameters
simulink/Commonly Used Blocks/Sum	built-in/Sum	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline` **Note**: The coder supports Tree and Cascade for Sum blocks that have a single vector input with multiple elements.
simulink/Commonly Used Blocks/Switch	built-in/Switch	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Commonly Used Blocks/Terminator	built-in/Terminator	default, No HDL
simulink/Commonly Used Blocks/Unit Delay	built-in/UnitDelay	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`
simulink/Discontinuties/ Saturation Dynamic	simulink/Discontinuties/ Saturation Dynamic	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Discrete/ Discrete FIR Filter (See "CoeffMultipliers" on page 5-62, "Distributed Arithmetic Implementation Parameters for Digital Filter Blocks" on page 5-65 , "Pipelining Implementation Parameters for Filter Blocks" on page 5-86 , and "Speed vs. Area Optimizations for FIR Filter Implementations" on page 5-95.)	built-in/ DiscreteFir	default *Parameters*: `CoeffMultipliers`, `DALUTPartition`, `DARadix`, `SerialPartition`, `ReuseAccum` `OutputPipeline`, `InputPipeline`, `AddPipelineRegisters`, `MultiplierInputPipeline`, `MultiplierOutputPipeline`
simulink/Discontinuities/ Saturation	built-in/Saturation	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Discrete/Integer Delay	simulink/ Discrete/Integer Delay	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`, `UseRAM`
simulink/Discrete/Memory	built-in/Memory	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`
simulink/Discrete/Tapped Delay	simulink/Discrete/ Tapped Delay	default *Parameters*: `OutputPipeline`, `InputPipeline`, `ResetType`
simulink/Discrete/ Zero-Order Hold	built-in/ZeroOrderHold	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Logic and Bit Operations/Bit Clear	simulink/Logic and Bit Operations/Bit Clear	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Bit Set	simulink/Logic and Bit Operations/Bit Set	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Bitwise Operator	simulink/Logic and Bit Operations/Bitwise Operator	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Compare To Constant	simulink/Logic and Bit Operations/Compare To Constant	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Extract Bits	simulink/Logic and Bit Operations/Extract Bits	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Compare To Zero	simulink/Logic and Bit Operations/Compare To Zero	default *Parameters*: OutputPipeline, InputPipeline
simulink/Logic and Bit Operations/Shift Arithmetic	simulink/Logic and Bit Operations/Shift Arithmetic	default *Parameters*: OutputPipeline, InputPipeline
simulink/Lookup Tables/Direct Lookup Table (n-D) (See "Support for Lookup Table Blocks in HDL Code Generation" on page 5-108)	built-in/Direct Lookup Table (n-D)	default *Parameters*: OutputPipeline, InputPipeline.

Simulink Block	Blockscope	Implementations and Parameters
simulink/Lookup Tables/1-D Lookup Table (See "Support for Lookup Table Blocks in HDL Code Generation" on page 5-108.)	built-in/1-D Lookup	default, Instantiate *Parameters*: `OutputPipeline`, `InputPipeline`.
simulink/Lookup Tables/n-D Lookup Table (See "Support for Lookup Table Blocks in HDL Code Generation" on page 5-108)	built-in/n-D_Lookup	default *Parameters*: `OutputPipeline`, `InputPipeline`.
simulink/Lookup Tables/Prelookup (See "Support for Lookup Table Blocks in HDL Code Generation" on page 5-108)	built-in/Prelookup	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Abs	built-in/Abs	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Add	built-in/Sum	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline` **Note**: The coder supports Tree and Cascade for Add blocks that have a single vector input with multiple elements.

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Simulink Block	Blockscope	Implementations and Parameters
simulink/Math Operations/Assignment	built-in/Assignment	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Complex to Real-Imag	built-in/ ComplexToRealImag	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Math Operations/Divide The reciprocal operation is a special case, supporting two implementations, as described in "Divide Block Implementations" on page 5-44.)	built-in/Product	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline` **Note**: Product blocks that have a vector input with two or more elements support Tree and Cascade implementations. RecipNewton *Parameters*: `Iterations`, `OutputPipeline`, `InputPipeline` See also "Implementations for Commonly Used Blocks" on page 5-33
simulink/Math Operations/Magnitude-Angle to Complex	built-in/MagnitudeAngleToComplex	default, Pol2CartCordic *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Math Function (`sqrt`, `reciprocal`, `conj`, `hermitian`, `transpose`)	built-in/Math	See "Math Function Block Implementations" on page 5-39.
simulink/Math Operations/Matrix Concatenate	built-in/Concatenate	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Math Operations/MinMax	built-in/MinMax	default, Tree *Parameters*: `OutputPipeline`, `InputPipeline`. Cascade *Parameters*: `OutputPipeline`, `InputPipeline`.
simulink/Math Operations/Product of Elements	built-in/Product	default, Linear Cascade Tree Parameters: All implementations support `OutputPipeline`, `InputPipeline` **Note**: Product blocks that have a vector input with two or more elements support Tree and Cascade implementations.
		RecipNewton *Parameters*: `Iterations`, `OutputPipeline`, `InputPipeline` See also "Implementations for Commonly Used Blocks" on page 5-33
simulink/Math Operations/Real-Imag to Complex	built-in/ RealImagtoComplex	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Math Operations/Reciprocal Sqrt (See "Reciprocal Sqrt Block Requirements and Restrictions" on page 5-54.)	built-in/Sqrt	default, SqrtFunction *Parameters*: `UseMultiplier`, `OutputPipeline`, `InputPipeline` RecipSqrtNewton *Parameters*: `OutputPipeline`, `InputPipeline` SqrtBitset *Parameters*: `UseMultiplier`, `OutputPipeline`, `InputPipeline` SqrtNewton *Parameters*: `Iterations`, `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Reshape	simulink/Math Operations/Reshape	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Sign	built-in/Signum	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Sqrt	built-in/Sqrt	default, SqrtFunction *Parameters*: `UseMultiplier`, `OutputPipeline`, `InputPipeline` RecipSqrtNewton *Parameters*: `OutputPipeline`, `InputPipeline` SqrtBitset *Parameters*: `UseMultiplier`, `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
		SqrtNewton *Parameters*: `Iterations`, `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Subtract	built-in/Sum	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline` **Note**: The coder supports Tree and Cascade for Subtract blocks that have a single vector input with multiple elements.
simulink/Math Operations/Sum of Elements	built-in/Sum	default, Linear Cascade Tree *Parameters*: All implementations support `OutputPipeline`, `InputPipeline` **Note**: The coder supports Tree and Cascade for Sum of Elements blocks that have a single vector input with multiple elements.

Simulink Block	Blockscope	Implementations and Parameters
simulink/Math Operations/Trigonometric Function — sin, cos, cos + jsin, and sincos supported, only if you select the CORDIC approximation method. (See "Trigonometric Function Block Requirements and Restrictions" on page 5-55.)	built-in/Trigonometry	default, Trigonometric SinCosCordic *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Unary Minus	built-in/UnaryMinus	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Math Operations/Vector Concatenate	built-in/Concatenate	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Model Verification/Assertion	built-in/Assertion	default, No HDL
simulink/Model Verification/Check Discrete Gradient	simulink/Model Verification/Check Discrete Gradient	default, No HDL
simulink/Model Verification/Check Dynamic Gap	simulink/Model Verification/Check Dynamic Gap	default, No HDL
simulink/Model Verification/Check Dynamic Lower Bound	simulink/Model Verification/Check Dynamic Lower Bound	default, No HDL
simulink/Model Verification/Check Dynamic Range	simulink/Model Verification/Check Dynamic Range	default, No HDL

Simulink Block	Blockscope	Implementations and Parameters
simulink/Model Verification/Check Dynamic Upper Bound	simulink/Model Verification/Check Dynamic Upper Bound	default, No HDL
simulink/Model Verification/Check Input Resolution	simulink/Model Verification/Check Input Resolution	default, No HDL
simulink/Model Verification/Check Static Gap	simulink/Model Verification/Check Static Gap	default, No HDL
simulink/Model Verification/Check Static Lower Bound	simulink/Model Verification/Check Static Lower Bound	default, No HDL
simulink/Model Verification/Check Static Range	simulink/Model Verification/Check Static Range	default, No HDL
simulink/Model Verification/Check Static Upper Bound	simulink/Model Verification/Check Static Upper Bound	default, No HDL
simulink/Model-Wide Utilities/DocBlock	simulink/Model-Wide Utilities/DocBlock	default, Annotation No HDL
simulink/Model-Wide Utilities/Model Info	simulink/Model-Wide Utilities/Model Info	default, Annotation No HDL
simulink/Ports & Subsystems/Enable (See "Code Generation for Enabled and Triggered Subsystems" on page 11-14.)	built-in/Enable	default

Simulink Block	Blockscope	Implementations and Parameters
simulink/Ports & Subsystems/Trigger (See "Code Generation for Enabled and Triggered Subsystems" on page 11-14.)	built-in/Trigger	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Ports & Subsystems/Model	built-in/ModelReference	default *Parameters:* See "Interface Generation Parameters" on page 5-101.
simulink/Signal Attributes/Data Type Duplicate	simulink/Signal Attributes/Data Type Duplicate	default, No HDL
simulink/Signal Attributes/Data Type Propagation	simulink/Signal Attributes/Data Type Propagation	default, No HDL
simulink/Signal Attributes/Rate Transition	built-in/RateTransition	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Signal Attributes/Signal Conversion	built-in/SignalConversion	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Signal Attributes/Signal Specification	built-in/ SignalSpecification	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Signal Routing/Index Vector	built-in/MultiPortSwitch	default *Parameters*: `OutputPipeline`, `InputPipeline`

Simulink Block	Blockscope	Implementations and Parameters
simulink/Signal Routing/Multiport Switch	built-in/MultiPortSwitch	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Signal Routing/Selector	built-in/Selector	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Sinks/Display	built-in/Display	default, No HDL
simulink/Sinks/Floating Scope	built-in/Scope	default, No HDL
simulink/Sinks/Stop Simulation	built-in/Stop	default, No HDL
simulink/Sinks/To File	built-in/ToFile	default, No HDL
simulink/Sinks/To Workspace	built-in/ToWorkspace	default, No HDL
simulink/Sinks/XY Graph	simulink/Sinks/XY Graph	default, No HDL
simulink/Sources/Counter Free-Running	simulink/Sources/Counter Free-Running	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/Sources/Counter Limited	simulink/Sources/Counter Limited	default *Parameters*: `OutputPipeline`, `InputPipeline`
simulink/User-Defined Functions/MATLAB Function (See also Chapter 13, "Generating HDL Code with the MATLAB Function Block",	simulink/User-Defined Functions/MATLAB Function	default *Parameters*: `OutputPipeline`, `InputPipeline`, `DistributedPipelining`, `ResetType`, `ConstMultiplierOptimization`

Simulink Block	Blockscope	Implementations and Parameters
"DistributedPipelining" on page 5-75)		

Blocks with Multiple Implementations

Overview

The tables in this section summarize the block types that have multiple implementations. The Table columns are

- *Implementations*: This column gives the implementation name.

- *Description*: This column summarizes the trade-offs involved in choosing different implementations.

The coder provides a default HDL block implementation for all supported blocks. If you want to use the default implementation, you do not usually need to specify it explicitly.

See Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" to learn how to select block implementations and parameters in the GUI or the command line.

Implementations for Commonly Used Blocks

Built-In/Constant

Implementations	Parameters	Description
default Constant	Unspecified	This implementation emits the value of the Constant block.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
Logic Value	Unspecified	By default, this implementation emits the character 'Z' for each bit in the signal. For example, for a 4-bit signal, the implementation would emit 'ZZZZ'.
	{'Value', 'Z'}	Use this parameter value if the signal is in a high-impedance state. This implementation emits the character 'Z' for each bit in the signal. For example, for a 4-bit signal, the implementation would emit 'ZZZZ'.
	{'Value', 'X'}	Use this parameter value if the signal is in an unknown state. This implementation emits the character 'X' for each bit in the signal. For example, for a 4-bit signal, the implementation would emit 'XXXX'.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

Note
The Logic Value implementation does not support the double data type. If you specify this implementation for a Constant of type double, a code-generation error occurs.

Built-In/Gain

Implementations	Parameters	Description
default	`'ConstMultiplierOptimization',` `'none'` (*Default*)	By default, the coder does not perform CSD or FCSD optimizations. Code generated for the Gain block retains multiplier operations.
	`'ConstMultiplierOptimization',` `'CSD'`	When you specify this option, the generated code decreases the area used by the model while maintaining or increasing clock speed, using canonic signed digit (CSD) techniques. CSD replaces multiplier operations with add and subtract operations.
		CSD minimizes the number of addition operations required for constant multiplication by representing binary numbers with a minimum count of nonzero digits.
	`'ConstMultiplierOptimization',` `'FCSD'`	This option uses factored CSD (FCSD) techniques, which replace multiplier operations with shift and add/subtract operations on certain factors of the operands. These factors are generally prime but can also be a number close to a power of 2, which favors area reduction. FCSD lets you achieve a greater area reduction than CSD, at the cost of decreasing clock speed.
	`'ConstMultiplierOptimization',` `'auto'`	When you specify this option, the coder chooses between the CSD or FCSD optimizations. The coder chooses the optimization that yields the most area-efficient implementation, based on the number of adders required. When you specify `'auto'`, the coder

Built-In/Gain (Continued)

Implementations	Parameters	Description
		never chooses to use multipliers, unless conditions are such that CSD or FCSD optimizations are not possible (for example, if the design uses floating-point arithmetic).

Built-In/1-D Lookup Table

Implementations	Description
default	Nonhierarchical lookup table.
Instantiate	This implementation generates an additional level of HDL hierarchy (which does not exist in the Simulink model) for the lookup table.

See also "Support for Lookup Table Blocks in HDL Code Generation" on page 5-108.

DSP System Toolbox/Minimum

Implementations	Parameters	Description
default Tree		The Tree implementation is large and slow but has minimal latency.
Cascade		This implementation is optimized for latency * area, with medium speed. See "A Note on Cascade Implementations" on page 5-46

DSP System Toolbox/Maximum

Implementations	Parameters	Description
default Tree		The Tree implementation is large and slow but has minimal latency.
Cascade		This implementation is optimized for latency * area, with medium speed. See "A Note on Cascade Implementations" on page 5-46

Built-In/MinMax

Implementations	Parameters	Description
default Tree		The Tree implementation is large and slow but has minimal latency.
Cascade		This implementation is optimized for latency * area, with medium speed. See "A Note on Cascade Implementations" on page 5-46

Built-In/Product

Implementations	Parameters	Description
default Linear		Generates a chain of N operations (multipliers) for N inputs.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

Built-In/Product (Continued)

Implementations	Parameters	Description
Tree		This implementation has minimal latency but is large and slow. It generates a tree-shaped structure of multipliers. **Note**: Product blocks that have a vector input with two or more elements support Tree and Cascade.
	`{'InputPipeline', NStages}`	See "InputPipeline" on page 5-84.
	`{'OutputPipeline', NStages}`	See "OutputPipeline" on page 5-85.
Cascade		This implementation optimizes latency * area and is faster than the `tree` implementation. It computes partial products and cascades multipliers. **Note**: Product blocks that have a vector input with two or more elements support Tree and Cascade. See "A Note on Cascade Implementations" on page 5-46
	`{'InputPipeline', NStages}`	See "InputPipeline" on page 5-84.
	`{'OutputPipeline', NStages}`	See "OutputPipeline" on page 5-85

Built-In/Product (Continued)

Implementations	Parameters	Description
RecipNewton	{'Iterations', N}	When you compute a product, use iterative Newton method. The argument N specifies the number of iterations. The default value for N is 3. The recommended value for N is between 2 and 10. The coder generates a message if N is outside the recommended range.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85

Note When the Product block is in divide (*/) mode, it supports only integer data types for HDL code generation.

Built-In/Sum

Implementations	Parameters	Description
default Linear		Generates a chain of N operations (adders) for N inputs. **Note**: The coder supports Tree and Cascade for Sum blocks that have a single vector input with multiple elements.

Built-In/Sum (Continued)

Implementations	Parameters	Description
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
Tree		This implementation has minimal latency but is large and slow. Generates a tree-shaped structure of adders.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
Cascade		This implementation optimizes latency * area and is faster than the tree implementation. It computes partial sums and cascades adders. See "A Note on Cascade Implementations" on page 5-46.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

Math Function Block Implementations

The coder supports the Math Function block sqrt ,reciprocal ,conj, hermitian, and transpose functions for HDL code generation.

By specifying an implementation and parameters, you can choose from among several algorithms for computing these functions. The following

tables summarize the available Math Function block implementations and parameters.

simulink/Math Operations/Math Function (sqrt)

Implementations	Parameters	Description
default SqrtBitset	{'UseMultiplier', 'on'}	*(Default parameter)*: Compute sqrt using multiply/add algorithm (Simulink default algorithm).
	{'UseMultiplier', 'off'}	Compute sqrt using bitset shift/addition algorithm.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84 .
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
SqrtNewton	{'Iterations', N}	Compute sqrt using iterative Newton method. The argument N specifies the number of iterations. The default value for N is 5. The recommended value for N is between 3 and 10. The coder generates a message if N is outside the recommended range.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

When you use the `sqrt` implementations, consider the following:

- Input must be an unsigned scalar value.

- The output is a fixed-point scalar value.

- The Math Function block from the `hdllib` library has `sqrt` selected in its **Function** menu.

simulink/Math Operations/Math Function (reciprocal)

Implementations	Parameters	Description
default Reciprocal	Unspecified (*Default*)	Compute reciprocal as `1/N`, using the HDL divide (/) operator to implement the division.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
RecipNewton	{'Iterations', N}	Compute `reciprocal` using iterative Newton method. The argument `N` specifies the number of iterations. The default value for `N` is 3. The recommended value for `N` is between 2 and 10. The coder generates a message if `N` is outside the recommended range.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

When you use a `reciprocal` implementation, consider the following:

- Input must be scalar and must have integer or fixed-point (signed or unsigned) data type.

- The output must be scalar and have integer or fixed-point (signed or unsigned) data type.

- Only the Zero rounding mode is supported.

- The **Saturate on integer overflow** option on the block must be selected.

simulink/Math Operations/Math Function (conj)

Implementations	Parameters	Description
ComplexConjugate	Unspecified (*Default*)	Compute complex conjugate. See Math Function in the Simulink documentation.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

simulink/Math Operations/Math Function (hermitian)

Implementations	Parameters	Description
Hermitian	Unspecified (*Default*)	Compute hermitian. See Math Function in the Simulink documentation.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84 .
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

simulink/Math Operations/Math Function (transpose)

Implementations	Parameters	Description
Transpose	Unspecified (*Default*)	Compute array transpose. See Math Function in the Simulink documentation.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84 .
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

simulink/Math Operations/Math Function (parent class)

Implementations	Parameters	Description
default Math	Unspecified (*Default*)	Use the default implementation for the function (sqrt,reciprocal, or conj) selected on the block.
	{'UseMultiplier', 'on'} (use with sqrt only)	If the function selected on the block is sqrt, compute sqrt using multiply/add algorithm (Simulink default algorithm). If the function selected on the block is not sqrt, an error results.
	{'UseMultiplier', 'off'} (use with sqrt only)	If the function selected on the block is sqrt, compute sqrt using bitset shift/addition algorithm. If the function selected on the block is not sqrt, an error results.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.

Divide Block Implementations

The Divide block normally supports the `Linear`,`Tree` and `Cascade` implementations.

However, the reciprocal operation of the Divide block is a special case. When you select the reciprocal operation, the Divide block supports the implementations described in the following table.

simulink/Math Operations/Divide (reciprocal computation only)

Implementations	Parameters	Description
default Linear	Unspecified (*Default*)	When you compute a reciprocal, compute 1/N using the HDL divide (/) operator to implement the division.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85.
RecipNewton	{'Iterations', N}	When you compute a reciprocal, use iterative Newton method. The argument N specifies the number of iterations. The default value for N is 3. The recommended value for N is between 2 and 10. The coder generates a message if N is outside the recommended range.
	{'InputPipeline', NStages}	See "InputPipeline" on page 5-84.
	{'OutputPipeline', NStages}	See "OutputPipeline" on page 5-85

When you use a `reciprocal` implementation, consider the following:

- Input must be scalar and must have integer or fixed-point (signed or unsigned) data type.

- The output must be scalar and have integer or fixed-point (signed or unsigned) data type.

- Only the `Zero` rounding mode is supported.

- The **Saturate on integer overflow** option on the block must be selected.

Subsystem Interfaces and Special-Purpose Implementations

Built-In/SubSystem

Implementation	Description
BlackBox	This implementation generates a black-box interface for subsystems. That is, the generated HDL code includes only the input/output port definitions for the subsystem. In this way, you can use a subsystem in your model to generate an interface to existing manually written HDL code.
	The black-box interface generated for subsystems is similar to the interface generated for Model blocks, but without generation of clock signals.
default No HDL	This implementation completely removes the subsystem from the generated code. Thus, you can use a subsystem in simulation but treat it as a "no-op" in the HDL code.

For more information on code generation for subsystems, see the following:

- Chapter 11, "Interfacing Subsystems and Models to HDL Code".

- "DistributedPipelining" on page 5-75

Special-Purpose Implementations

Implementation	Description
Pass-through implementations	Provides a pass-through implementation in which the block's inputs are passed directly to its outputs. (In effect, the block becomes a wire in the HDL code.) The coder supports the following blocks with a pass-through implementation: • Convert 1-D to 2-D • Reshape • Signal Conversion • Signal Specification
No HDL	This implementation completely removes the block from the generated code. Thus, you can use the block in simulation but treat it as a "no-op" in the HDL code. This implementation is used for many blocks (such as Scopes and Assertions) that are significant in simulation but would be meaningless in HDL code. You can also use this implementation as an alternative implementation for subsystems.

For more information related to special-purpose implementations, see Chapter 11, "Interfacing Subsystems and Models to HDL Code".

A Note on Cascade Implementations

The coder supports cascade implementations for the Sum of Elements, Product of Elements, and MinMax blocks. These implementations require multiple clock cycles to process their inputs; therefore, their inputs must be kept unchanged for their entire sample-time period. Generated test benches accomplish this by using a register to drive the inputs.

A recommended design practice, when integrating generated HDL code with other HDL code, is to provide registers at the inputs. While not strictly required, adding registers to the inputs improves timing and avoids problems with data stability for blocks that require multiple clock cycles to process their inputs.

Block-Specific Usage, Requirements, and Restrictions for HDL Code Generation

In this section...
"Block Usage, Requirements, and Restrictions" on page 5-47
"Restrictions on Use of Blocks in the Test Bench" on page 5-58

Block Usage, Requirements, and Restrictions

This section discusses requirements and restrictions that apply to the use of specific block types in HDL code generation.

Biquad Filter Block Requirements and Restrictions

- Vector and frame inputs are not supported for HDL code generation.

- **Initial conditions** must be set to zero. HDL code generation is not supported for nonzero initial states.

- **Optimize unity scale values** must be selected.

Convolutional Encoder Block Requirements and Restrictions

Input data requirements:

- Must be sample-based,

- Must have `boolean` or `ufix1` data type.

The coder supports only the following coding rates:

- ½ to 1/7

- 2/3

The coder supports only constraint lengths for 3 to 9.

Trellis structure must be specified by the `poly2trellis` function.

The coder supports the following **Operation mode** settings:

- Continuous

- Reset on nonzero input via port

  If you select this mode, you must select the **Delay reset action to next time step** option. When you select this option, the Convolutional Encoder block finishes its current computation before executing a reset.

Convolutional Interleaver and Deinterleaver Block Requirements and Restrictions

Shift Register Based Implementations. The default implementations for the Convolutional Interleaver and Deinterleaver blocks are shift register based. If you want to suppress generation of reset logic, set the implementation parameter ResetType to 'none'.

Note that when you set ResetType to 'none', no reset is applied to the shift registers. Mismatches between Simulink and the generated code occur for some number of samples during the initial phase, when registers are not fully loaded. To avoid spurious test bench errors, determine the number of samples required to load all the shift registers. Then, set the **Ignore output data checking (number of samples)** option accordingly. (You can use the IgnoreDataChecking property for this purpose, if you are using the command-line interface)

RAM Based Implementations. When you select the RAM implementation for a Convolutional Interleaver or Deinterleaver block, the coder uses RAM resources instead of shift registers. The implementation has the following limitations:

When you select the RAM implementation for a Convolutional Interleaver or Deinterleaver block, the coder uses RAM resources instead of shift registers.

- Double or single data types are not supported for either input or output signals.

- **Initial conditions** for the block must be set to zero.

- At least two rows of interleaving are required .

Data Type Conversion Block Requirements and Restrictions

If you configure a Data Type Conversion block for double to fixed-point or fixed-point to double conversion, a warning displays during code generation.

Digital Filter Block Requirements and Restrictions

- If you select the Digital Filter block **Discrete-time filter object** option, you must have the DSP System Toolbox software to generate code for the block.

- **Initial conditions** must be set to zero. HDL code generation is not supported for nonzero initial states.

- The coder does not support the Digital Filter block **Input port(s)** option for HDL code generation.

- The Digital Filter block supports complex data for all filter structures except decimators and interpolators. See "Complex Coefficients and Data Support for the Digital Filter and Biquad Filter Blocks" on page 5-107.

Discrete-Time Integrator Requirements and Restrictions

- Use of state ports is not supported for HDL code generation. Clear the **Show state port** option.

- Use of external resets is not supported for HDL code generation. Set **External reset** to none.

- Use of external initial conditions is not supported for HDL code generation. Set **Initial condition source** to Internal.

- Width of input and output signals must not exceed 32 bits.

Discrete FIR Filter Requirements and Restrictions

The coder does not support unsigned inputs for the Discrete FIR Filter block.

Initial conditions must be set to zero. HDL code generation is not supported for nonzero initial states.

The coder does not support the following options of the Discrete FIR Filter block:

- **Coefficient Source** : `Input Port`

- **Filter Structure** : `Lattice MA`

FIR Decimation Requirements and Restrictions

Initial conditions must be set to zero. HDL code generation is not supported for nonzero initial states.

FIR Interpolation Requirements and Restrictions

Initial conditions must be set to zero. HDL code generation is not supported for nonzero initial states.

General Multiplexed Interleaver and Deinterleaver Block Requirements and Restrictions

Shift Register Based Implementations. The default implementations for the General Multiplexed Interleaver and Deinterleaver blocks are shift register based. If you want to suppress generation of reset logic, set the implementation parameter `ResetType` to `'none'`.

Note that when you set `ResetType` to `'none'`, no reset is applied to the shift registers. Mismatches between Simulink and the generated code occur for some number of samples during the initial phase, when registers are not fully loaded. To avoid spurious test bench errors, determine the number of samples required to load all the shift registers. Then, set the **Ignore output data checking (number of samples)** option accordingly. (You can use the `IgnoreDataChecking` property for this purpose, if you are using the command-line interface)

LMS Filter Usage and Restrictions

The LMS Filter block has the following restrictions for HDL code generation:

- The coder does not support the `Normalized LMS` algorithm of the LMS Filter.

- The `Reset` port supports only `Boolean` and `unsigned` inputs.

- The `Adapt` port supports only `Boolean` inputs.

- **Filter length** must be greater than or equal to 2.

Usage. By default, the LMS Filter implementation uses a linear sum for the FIR section of the filter.

The LMS Filter implements a tree summation (which has a shorter critical path) under the following conditions:

- The LMS Filter is used with real data
- The word length of the Accumulator **W'u** data type is at least `ceil(log2(filter length))` bits wider than the word length of the Product W'u data type
- The Accumulator **W'u** data type has the same fraction length as the Product **W'u** data type

Magnitude-Angle to Complex Block Requirements and Restrictions

The Magnitude-Angle to Complex block supports HDL code generation when you set **Approximation method** to `CORDIC`.

Multirate CIC Decimation and Multirate FIR Decimation Blocks Requirements and Restrictions

The following requirements apply to both the Multirate CIC Decimation and Multirate FIR Decimation blocks:

- The coder supports both **Coefficient source** options (**Dialog parameters** or **Multirate filter object (MFILT)**).
- When you select **Multirate filter object (MFILT)**:
  - You can enter either a filter object name or a direct filter specification in the **Multirate filter variable** field.
- Vector and frame inputs are not supported for HDL code generation.

For the Multirate FIR Decimation block:

- When you select **Multirate filter object (MFILT)**, the filter object specified in the **Multirate filter variable** field must be either a

mfilt.firdecim object or a mfilt.firtdecim object. If you specify some other type of filter object, an error will occur.

- When you select **Dialog parameters**, the following fixed-point options are not supported for HDL code generation:

  - Slope and Bias scaling
  - Inherit via internal rule

For the Multirate CIC Decimation block:

- When you select **Multirate filter object (MFILT)**,, the filter object specified in the **Multirate filter variable** field must be a mfilt.cicdecim object. If you specify some other type of filter object, an error will occur.

- When you select **Dialog parameters**, the **Filter Structure** option Zero-latency decimator is not supported for HDL code generation. Select Decimator in the **Filter Structure** pulldown menu.

Multirate CIC Interpolation and Multirate FIR Interpolation Blocks Requirements and Restrictions

The following requirements apply to both the Multirate CIC Interpolation and Multirate FIR Interpolation blocks:

- The coder supports both **Coefficient source** options (**Dialog parameters** or **Multirate filter object (MFILT)**).

- When you select **Multirate filter object (MFILT)**:

  - You can enter either a filter object name or a direct filter specification in the **Multirate filter variable** field.

- Vector and frame inputs are not supported for HDL code generation.

For the Multirate FIR Interpolation block:

- When you select **Multirate filter object (MFILT)**, the filter object specified in the **Multirate filter variable** field must be a mfilt.firinterp object. If you specify some other type of filter object, an error will occur.

- When you select **Dialog parameters**, the following fixed-point options are not supported for HDL code generation:

- **Coefficients**: Slope and Bias scaling
- **Product Output**: Inherit via internal rule

For the Multirate CIC Interpolation block:

- When you select **Multirate filter object (MFILT)**, the filter object specified in the **Multirate filter variable** field must be a mfilt.cicinterp object. If you specify some other type of filter object, an error will occur.

- When you select **Dialog parameters**, the **Filter Structure** option Zero-latency interpolator is not supported for HDL code generation. Select Interpolator in the **Filter Structure** drop-down menu.

NCO Block Requirements and Restrictions

Inputs:

- The phase increment and phase offset support only integer or fixed-point data types.

- The phase increment and phase offset can be either scalar or vector values.

Outputs:

- The coder supports only fixed point data types for the quantization error (Qerr) port and output signals.

Parameters:

- The coder does not support **Add internal dither**for vector inputs

- If **Quantize phase** is selected, **Number of quantized accumulator bits** should be greater than or equal to 4. A checkhdl error occurs if there are fewer than 4 quantized accumulator bits.

- If **Quantize phase** is deselected, the accumulator **Word length** should be greater than or equal to 4. A checkhdl error occurs if there are fewer than 4 accumulator bits.

PN Sequence Generator Block Requirements and Restrictions

This block requires Communications System Toolbox software.

Inputs:

- You can select `Input port` as the **Output mask source** on the block. However, in this case the `Mask` input signal must be a vector of data type `ufix1`.

- If **Reset on nonzero input** is selected, the input to the `Rst` port must have data type `Boolean`.

Outputs:

- Outputs of type `double` are not supported for HDL code generation. All other output types (including bit packed outputs) are supported.

Reciprocal Sqrt Block Requirements and Restrictions

When using this block for HDL code generation, set the **Method** parameter to `Newton-Raphson`.

Rectangular QAM Demodulator Baseband Block Requirements and Restrictions

The coder has the following requirements and restrictions for the Rectangular QAM Demodulator Baseband block:

- The block does not support single or double data types for HDL code generation.

- The coder supports the following **Output type** options:

  - `Integer`

  - `Bit` is supported only if the **Decision Type** selected is `Hard decision`.

- The coder requires that **Normalization Method** be set to `Minimum Distance Between Symbols`, with a **Minimum distance** of `2`.

- The coder requires that **Phase offset (rad)** be set to a value that is multiple a of `pi/4`.

Rectangular QAM Modulator Baseband Block Requirements and Restrictions

The coder has the following requirements and restrictions for the Rectangular QAM Modulator Baseband block:

- The block does not support single or double data types for HDL code generation.

- When **Input Type** is set to `Bit`, the block does not support HDL code generation for input types other than `boolean` or `ufix1`.

The Rectangular QAM Modulator Baseband block does not support HDL code generation when the input type is set to `Bit` but the block input is actually multibit (`uint16`, for example).

Sine Wave Block Requirements and Restrictions

For HDL code generation, you must select the following Sine Wave block settings:

- **Computation method**: `Table lookup`
- **Sample mode**: `Discrete`

Output:

- The output port cannot have data types `single` or `double`.

Trigonometric Function Block Requirements and Restrictions

The Trigonometric Function block supports HDL code generation for the following functions:

Trigonometric Function Block Implementation	Supported Functions	Supported Approximation Methods
`default Trigonometric`	`sin`	`CORDIC`
	`cos`	`CORDIC`
	`cos + jsin`	`CORDIC`
	`sincos`	`CORDIC`

For the `sin` and `cos` functions, unsigned data types are supported for CORDIC approximations.

The coder gives an error when:

- You select any other function on the Trigonometric Function block.

- You select any **Approximation method** other than `CORDIC`.

It is good practice to use the default implementation for the Trigonometric Function block, as shown in the following figure.
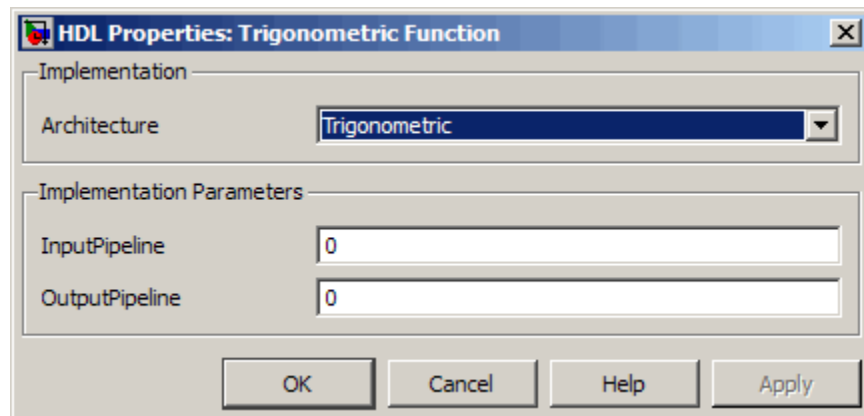
See also Trigonometric Function, cordicsin,cordiccos, and cordicsincos.

Viterbi Decoder Block Requirements and Restrictions

The coder currently supports the following features of the Viterbi Decoder block:

- Non-recursive encoder/decoder with feed-forward trellis and simple shift register generation configuration

- Sample based input

- Decoder rates from 1/2 to 1/7

- Constraint length from 3 to 9

When you generate code for the Viterbi Decoder block, observe the following limitations:

- **Punctured code**: Do not select this option. Punctured code requires frame-based input, which the coder does not support.

- **Decision type**: the coder does not support the `Unquantized` decision type.

- **Error if quantized input values are out of range**: The coder does not support this option.

- **Operation mode**: The coder supports only the `Continuous` mode.

- **Enable reset input port**: The coder does not support this option.

Input and Output Data Types.

- When **Decision type** is set to `Soft decision`, the HDL implementation of theViterbi Decoder block supports fixed-point inputs and output. For input, the fixed-point data type must be `ufixN`, where N is the number of soft decision bits. Signed built-in data types (`int8`, `int16`, `int32`) are not supported. For output, the HDL implementation of the Viterbi Decoder block supports all block-supported output data types.

- When **Decision type** is set to `Hard decision`, the block supports input with data types `ufix1` and `Boolean`. For output, the HDL implementation of the Viterbi Decoder block supports all block-supported output data types.

- The HDL implementation of the Viterbi Decoder block does not support double and single input data types are not supported. The block does not support floating point output for fixed-point inputs.

Pipelining the Traceback Unit. The Viterbi Decoder block decodes every bit by tracing back through a traceback depth that you define for the block. The block implements a complete traceback for each decision bit, using registers to store the minimum state index and branch decision in the traceback decoding unit. You can specify that the traceback decoding unit be pipelined in order to improve the performance of the generated circuit. You can add pipeline registers to the traceback unit by specifying the number of traceback stages per pipeline register. To do this, use the `TracebackStagesPerPipeline` implementation parameter.

The `TracebackStagesPerPipeline` implementation parameter lets you balance the circuit performance based on system requirements. A smaller parameter value indicates the requirement to add more registers to increase the speed of the traceback circuit. Increasing the number results in a lower number of registers along with a decrease in the circuit speed.

See the "HDL Code Generation for Viterbi Decoder" demo model for an example using `TracebackStagesPerPipeline`.

Demo Model. The "HDL Code Generation for Viterbi Decoder" demo model demonstrates HDL code generation for a fixed-point Viterbi Decoder block, with pipelined traceback decoding. To open and run the demo, type the following command:

```
showdemo commviterbihdl_m
```

Restrictions on Use of Blocks in the Test Bench

In a model intended for use in HDL code generation, the DUT is typically modeled as a subsystem at the top level of the model, driven by other blocks or subsystems at the top level. These components make up the test bench.

Blocks that belong to the blocksets and toolboxes in the following list should not be directly connected to the DUT at the top level of the model. Instead, place them in a subsystem, and connect the subsystem to the DUT. All blocks in the following blocksets are subject to this restriction:

- SimRF™
- SimDriveline™
- SimEvents®

- SimMechanics™
- SimPowerSystems™
- Simscape™

Block Implementation Parameters

Overview

Block implementation parameters let you control details of the code generated for specific block implementations. See Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" to learn how to select block implementations and parameters in the GUI or the command line.

Property names are strings. The data type of a property value is specific to the property. This section describes the syntax of each block implementation parameter and how the parameter affects generated code.

ConstMultiplierOptimization

The `ConstMultiplierOptimization` implementation parameter lets you specify use of canonic signed digit (CSD) or factored CSD optimizations for processing coefficient multiplier operations in code generated for the following blocks:

- Gain

- Stateflow chart

- Truth Table

- MATLAB Function

The following table shows the `ConstMultiplierOptimization` parameter values.

Implementations	Parameters	Description
default	`'ConstMultiplierOptimization', 'none'` (*Default*)	By default, the coder does not perform CSD or FCSD optimizations. Code generated for the Gain block retains multiplier operations.
	`'ConstMultiplierOptimization', 'CSD'`	When you specify this option, the generated code decreases the area used by the model while maintaining or increasing clock speed, using canonic signed digit (CSD) techniques. CSD replaces multiplier operations with add and subtract operations. CSD minimizes
	`'ConstMultiplierOptimization', 'FCSD'`	This option uses factored CSD (FCSD) techniques, which replace multiplier operations with shift and add/subtract operations on certain factors of the operands. These factors are generally prime but can also be a number close to a power of 2, which favors area reduction. This option lets you achieve

Implementations	Parameters	Description
		a greater area reduction than CSD, at the cost of decreasing clock speed.
	`'ConstMultiplierOptimization',` `'auto'`	When you specify this option, the coder chooses between the CSD or FCSD optimizations. The coder chooses the optimization that yields the most area-efficient implementation, based on the number of adders required. When you specify `'auto'`, the coder never chooses to use multipliers, unless conditions are such that CSD or FCSD optimizations are not possible (for example, if the design uses floating-point arithmetic).

The following figure shows the HDL Block properties options available for `ConstMultiplierOptimization`.

CoeffMultipliers

The `CoeffMultipliers` implementation parameter lets you specify use of canonic signed digit (CSD) or factored CSD optimizations for processing

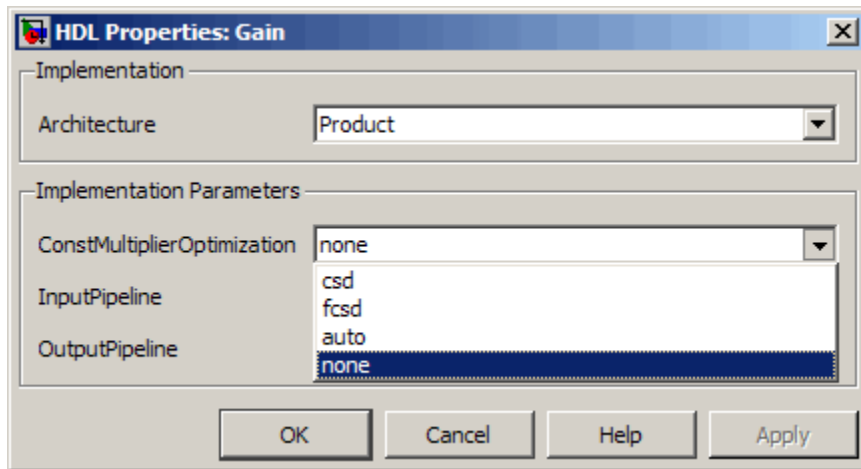coefficient multiplier operations in code generated for certain filter blocks. Specify the `CoeffMultipliers` parameter using one of the following options:

- `'csd'`: Use CSD techniques to replace multiplier operations with shift and add operations. CSD techniques minimize the number of addition operations required for constant multiplication by representing binary numbers with a minimum count of nonzero digits. This representation decreases the area used by the filter while maintaining or increasing clock speed.

- `'factored-csd'`: Use factored CSD techniques, which replace multiplier operations with shift and add operations on prime factors of the coefficients. This option lets you achieve a greater filter area reduction than CSD, at the cost of decreasing clock speed.

- `'multipliers'` (default): Retain multiplier operations.

In the following figure, the HDL Block Properties dialog box specifies that code generated for a FIR Decimation block in the model uses the CSD optimization.
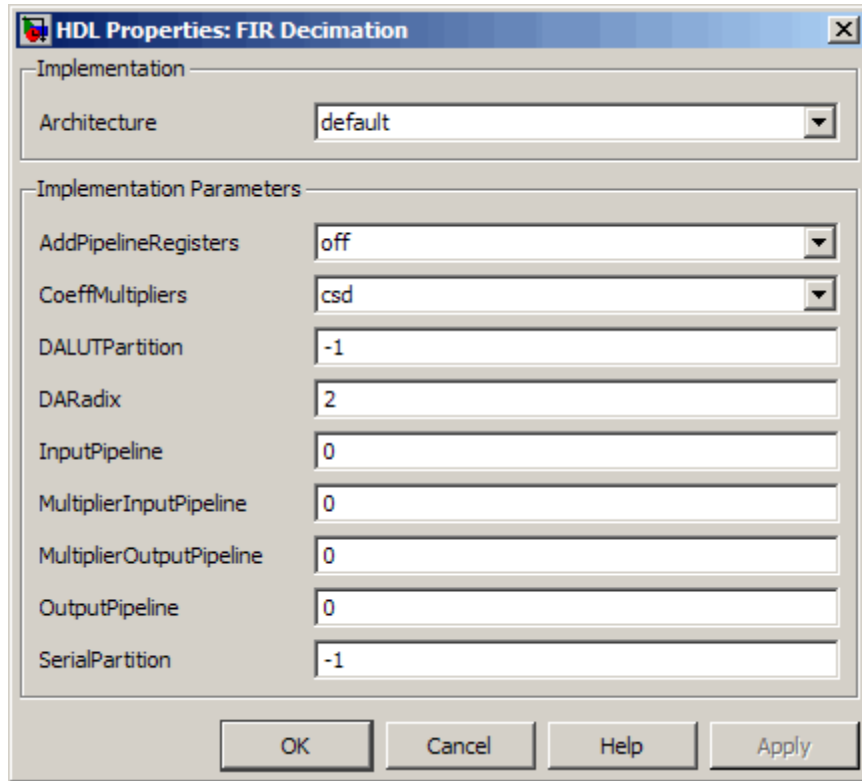
The coder supports `CoeffMultipliers` for the filter block implementations shown in the following table.

Block	Implementation
dsparch4/Biquad Filter	default
dsparch4/Digital Filter	default
dspmlti4/FIR Decimation	default
dspmlti4/FIR Interpolation	default
simulink/Discrete/Discrete FIR Filter	default

Distributed Arithmetic Implementation Parameters for Digital Filter Blocks

Distributed Arithmetic (DA) is a widely used technique for implementing sum-of-products computations without the use of multipliers. Designers frequently use DA to build efficient Multiply-Accumulate Circuitry (MAC) for filters and other DSP applications.

The main advantage of DA is its high computational efficiency. DA distributes multiply and accumulate operations across shifters, lookup tables (LUTs) and adders in such a way that conventional multipliers are not required.

The coder supports distributed arithmetic (DA) implementations for single-rate FIR structures of the Digital Filter and Discrete FIR Filter blocks, as described in the following table.

Block	Implementation	FIR Structures That Support DA
dsparch4/Digital Filter	default	• dfilt.dffir • dfilt.dfsymfir • dfilt.dfasymdir
simulink/Discrete/Discrete FIR Filter	default	• dfilt.dffir • dfilt.dfsymfir • dfilt.dfasymdir
dspmlti4/FIR Decimation	default	mfilt.firdecim

This section briefly summarizes the operation of DA. For references on the theoretical foundations of DA, see "Further References" on page 5-74.

In a DA realization of a FIR filter structure, a sequence of input data words of width W is fed through a parallel to serial shift register, producing a serialized stream of bits. The serialized data is then fed to a bit-wide shift register. This shift register serves as a delay line, storing the bit serial data samples.

The delay line is tapped (based on the input word size W), to form a W-bit address that indexes into a lookup table (LUT). The LUT stores all possible sums of partial products over the filter coefficients space. The LUT is followed

by a shift and adder (scaling accumulator) that adds the values obtained from the LUT sequentially.

A table lookup is performed sequentially for each bit (in order of significance starting from the LSB). On each clock cycle, the LUT result is added to the accumulated and shifted result from the previous cycle. For the last bit (MSB), the table lookup result is subtracted, accounting for the sign of the operand.

This basic form of DA is fully serial, operating on one bit at a time. If the input data sequence is W bits wide, then a FIR structure takes W clock cycles to compute the output. Symmetric and asymmetric FIR structures are an exception, requiring W+1 cycles, because one additional clock cycle is needed to process the carry bit of the preadders.

Improving Performance with Parallelism

The inherently bit-serial nature of DA can limit throughput. To improve throughput, the basic DA algorithm can be modified to compute more than one bit sum at a time. The number of simultaneously computed bit sums is expressed as a power of two called the *DA radix*. For example, a DA radix of 2 (2^1) indicates that one bit sum is computed at a time; a DA radix of 4 (2^2) indicates that two bit sums are computed at a time, and so on.

To compute more than one bit sum at a time, the LUT is replicated. For example, to perform DA on 2 bits at a time (radix 4), the odd bits are fed to one LUT and the even bits are simultaneously fed to an identical LUT. The LUT results corresponding to odd bits are left-shifted before they are added to the LUT results corresponding to even bits. This result is then fed into a scaling accumulator that shifts its feedback value by 2 places.

Processing more than one bit at a time introduces a degree of parallelism into the operation, improving performance at the expense of area. You can control the degree of parallelism by specifying the DARadix implementation parameter. DARadix lets you specify the number of bits processed simultaneously in DA (see "DARadix Implementation Parameter" on page 5-72).

Reducing LUT Size

The size of the LUT grows exponentially with the order of the filter. For a filter with `N` coefficients, the LUT must have `2^N` values. For higher order filters, LUT size must be reduced to reasonable levels. To reduce the size, you can subdivide the LUT into a number of LUTs, called *LUT partitions*. Each LUT partition operates on a different set of taps. The results obtained from the partitions are summed.

For example, for a 160-tap filter, the LUT size is `(2^160)*W` bits, where `W` is the word size of the LUT data. Dividing this into 16 LUT partitions, each taking 10 inputs (taps), the total LUT size is reduced to `16*(2^10)*W` bits.

Although LUT partitioning reduces LUT size, more adders are required to sum the LUT data.

You control how the LUT is partitioned in DA by specifying the `DALUTPartition` implementation parameter (see "DALUTPartition Implementation Parameter" on page 5-68.)

Requirements and Considerations for Generating Distributed Arithmetic Code

You can control how DA code is generated by using the `DALUTPartition` and `DARadix` implementation parameters. Before using these parameters, review the following general requirements, restrictions, and other considerations for generation of DA code.

Requirements Specific to Filter Type. The `DALUTPartition` and `DARadix` parameters have certain requirements and restrictions that are specific to different filter types. These requirements are included in the discussions of each parameter:

- "DALUTPartition Implementation Parameter" on page 5-68
- "DARadix Implementation Parameter" on page 5-72

Fixed-Point Quantization Required. Generation of DA code is supported only for fixed-point filter designs.

Specifying Filter Precision. The data path in HDL code generated for the DA architecture is carefully optimized for full precision computations. The filter result is cast to the output data size only at the final stage when it is presented to the output.

Distributed arithmetic merges the product and accumulator operations and does computations at full precision. This approach ignores the **Product output** and **Accumulator** properties of the Digital Filter block and sets these properties to full precision.

DALUTPartition Implementation Parameter

`DALUTPartition` enables DA code generation and specifies the number and size of LUT partitions used for DA.

Specify LUT partitions as a vector of integers [`p1 p2...pN`] where:

- `N` is the number of partitions.

- Each vector element specifies the size of a partition. The maximum size for an individual partition is 12.

- The sum of all vector elements equals the filter length `FL`. `FL` is calculated differently depending on the filter type (see "Specifying DALUTPartition for Single-Rate Filters" on page 5-68.)

Specifying DALUTPartition for Single-Rate Filters. To determine the LUT partition for one of the supported single-rate filter types, calculate `FL` as shown in the following table. Then, specify the partition as a vector whose elements sum to `FL`.

Filter Type	Filter Length (FL) Calculation
`dfilt.dffir`	`FL = length(find(Hd.numerator~= 0))`
`dfilt.dfsymfir` `dfilt.dfasymfir`	`FL = ceil(length(find(Hd.numerator~= 0))/2)`

The following figure shows a Digital Filter configured for a direct form FIR filter of length 11.
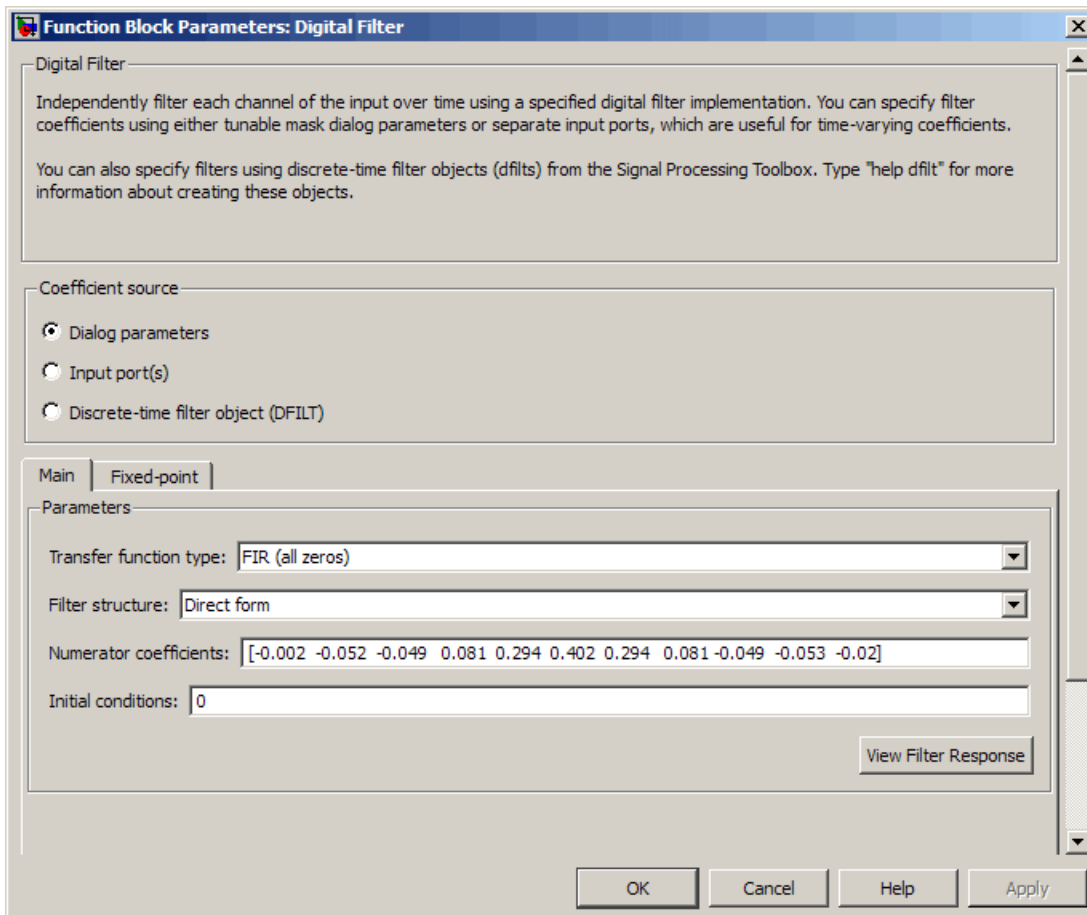
The following figure shows how to set one possible LUT partitioning for this filter:
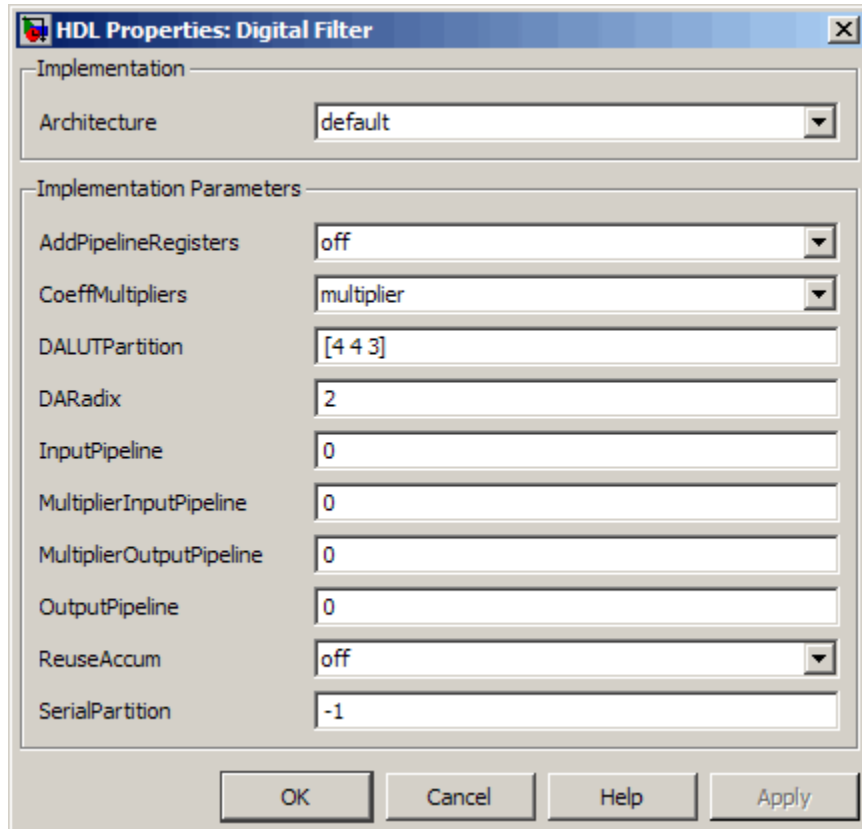
You can also specify generation of DA code for your filter design without LUT partitioning. To do so, specify a vector of one element, whose value is equal to the filter length. For example, the following figure shows a Digital Filter configuration for a direct form FIR filter of length 5.

Function Block Parameters: Digital Filter

Digital Filter

Independently filter each channel of the input over time using a specified digital filter implementation. You can specify filter coefficients using either tunable mask dialog parameters or separate input ports, which are useful for time-varying coefficients.

You can also specify filters using discrete-time filter objects (dfilts) from the Signal Processing Toolbox. Type "help dfilt" for more information about creating these objects.

Coefficient source

⦿ Dialog parameters

○ Input port(s)

○ Discrete-time filter object (DFILT)

Main | Fixed-point

Parameters

Transfer function type: FIR (all zeros) ▾

Filter structure: Direct form ▾

Numerator coefficients: [0.048 0.2738 0.4122 0.270 0.048]

Initial conditions: 0

View Filter Response

OK   Cancel   Help   Apply

The following figure shows how to specifiy a partition that is equal to the filter length.
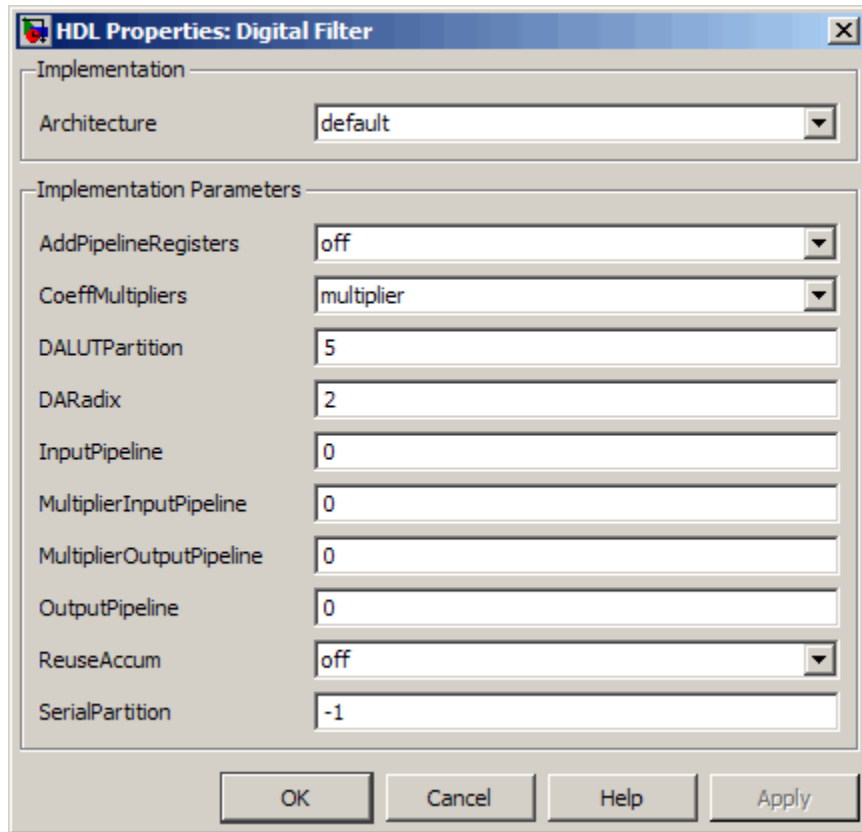
DARadix Implementation Parameter

DARadix specifies the number of bits processed simultaneously in DA. The number of bits is expressed as N, which must be:

- A nonzero positive integer that is a power of two
- Such that mod(W, log2(N)) = 0, where W is the input word size of the filter

The default value for N is 2, specifying processing of one bit at a time, or fully serial DA, which is slow but low in area. The maximum value for N is $2\text{\textasciicircum}W$, where W is the input word size of the filter. This maximum specifies fully parallel DA, which is fast but high in area. Values of N between these extrema specify partly serial DA.

You can set the DARadix implementation parameter in the HDL Properties dialog for a filter block as shown in the following figure.
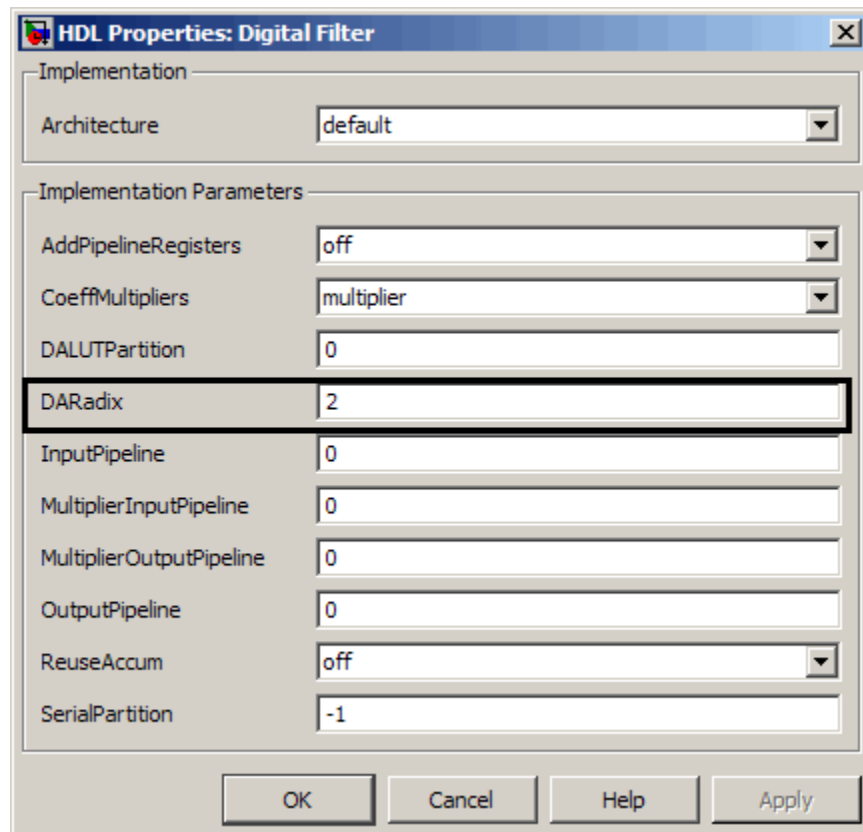
> **Note** When setting a DARadix value for symmetrical (`dfilt.dfsymfir`) and asymmetrical (`dfilt.dfasymfir`) filters, see "Considerations for Symmetrical and Asymmetrical Filters" on page 5-74.

Special Cases

Coefficients with Zero Values. DA ignores taps that have zero-valued coefficients and reduces the size of the DA LUT accordingly.

Considerations for Symmetrical and Asymmetrical Filters. For symmetrical (`dfilt.dfsymfir`) and asymmetrical (`dfilt.dfasymfir`) filters:

- A bit-level preadder or presubtractor is required to add tap data values that have coefficients of equal value and/or opposite sign. One extra clock cycle is required to compute the result because of the additional carry bit.

- The coder takes advantage of filter symmetry where possible. This reduces the DA LUT size substantially, because the effective filter length for these filter types is halved.

Holding Input Data in a Valid State. In filters with a DA architecture, data can be delivered to the outputs N cycles (N >= 2) later than the inputs. You can use the `HoldInputDataBetweenSamples` model property to determine how long (in terms of clock cycles) input data values are held in a valid state, as follows:

- When `HoldInputDataBetweenSamples` is set `'on'` (the default), input data values are held in a valid state across N clock cycles.

- When `HoldInputDataBetweenSamples` is set `'off'`, data values are held in a valid state for only one clock cycle. For the next N-1 cycles, data is in an unknown state (expressed as `'X'`) until the next input sample is clocked in.

Further References. Detailed discussions of the theoretical foundations of DA appear in the following publications:

- Meyer-Baese, U., *Digital Signal Processing with Field Programmable Gate Arrays*, Second Edition, Springer, pp 88–94, 128–143

- White, S.A., *Applications of Distributed Arithmetic to Digital Signal Processing: A Tutorial Review*. IEEE ASSP Magazine, Vol. 6, No. 3

DistributedPipelining

Overview

The `DistributedPipelining` implementation parameter supports *distributed pipeline insertion*, an optimization that lets you achieve higher clock rates in your HDL applications. (Higher clock rates come at the cost of some amount of latency caused by the introduction of pipeline registers.)

You can apply distributed pipeline insertion when generating HDL code generated for the following blocks:

- Subsystems
- MATLAB Function blocks within a subsystem
- Stateflow charts within a subsystem

The coder performs distributed pipeline insertion when you specify both of the following implementation parameters for subsystems, MATLAB Function blocks, or Stateflow charts:

- `{'OutputPipeline', nStages}` : the number of pipeline stages (`nStages`) must be greater than zero.)
- `{'DistributedPipelining', 'on'}`: enables distributed pipeline insertion. (The default value for `DistributedPipelining` is `'off'`.)

Under these conditions, the coder distributes pipeline stages in the generated code (whenever possible), rather than generating pipeline stages at the outputs of the HDL code. The `nStages` argument defines the number of pipeline stages to be inserted or distributed.

In a small number of cases, the coder generates conventional output pipeline registers, even if `{'DistributedPipelining', 'on'}` is specified. See "Limitations" on page 5-82 for a description of these cases.

The following table summarizes the combined effect of the DistributedPipelining and OutputPipeline parameters.

DistributedPipelining	OutputPipeline, nStages	Result
'off' (default)	Unspecified (nStages defaults to 0)	The coder inserts no pipeline registers.
	nStages > 0	The coder inserts nStages output registers at the output of the subsystem, MATLAB Function block or Stateflow chart.
'on'	Unspecified (nStages defaults to 0)	The coder inserts no pipeline registers. DistributedPipelining has no effect.
	nStages > 0	The coder distributes nStages registers inside the subsystem, MATLAB Function block or Stateflow chart, based on critical path analysis.

Tip To achieve further optimization of code generated with distributed pipelining, you should perform retiming during RTL synthesis, if possible.

> **Tip** When using pipelined block implementations, output data may be in an invalid state for some initial number of samples. To avoid spurious test bench errors, determine this number. Then set the **Ignore output data checking (number of samples)** option (or the `IgnoreDataChecking` property, if you are using the command-line interface) accordingly. For further information see:
>
> - "Ignore output data checking (number of samples)" on page 3-92
> - `IgnoreDataChecking`

Example: Distributed Pipeline Insertion in a Subsystem

- This example employs the `dct8_fixed` demonstration model to illustrate how the coder distributes pipeline registers in a subsystem:
- When you specify output pipelining for the subsystem.
- When you specify distributed pipeline insertion for the subsystem.

The demonstration model is available at `MATLABROOT\toolbox\hdlcoder\hdlcoderdemos\dct8_fixed.mdl`. The following figure shows the DUT of the model (`dct8_fixed/OneD_DCT8`).
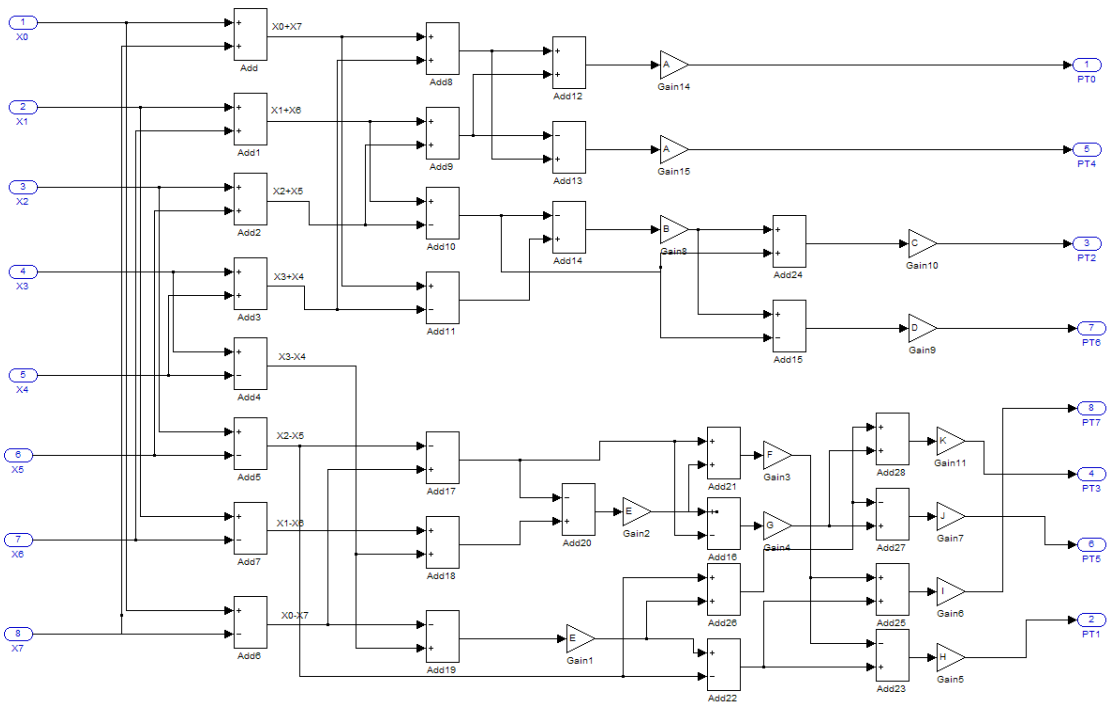
In the following figure, the HDL Block properties dialog box specifies insertion of 6 pipeline stages at the outputs of the DUT.
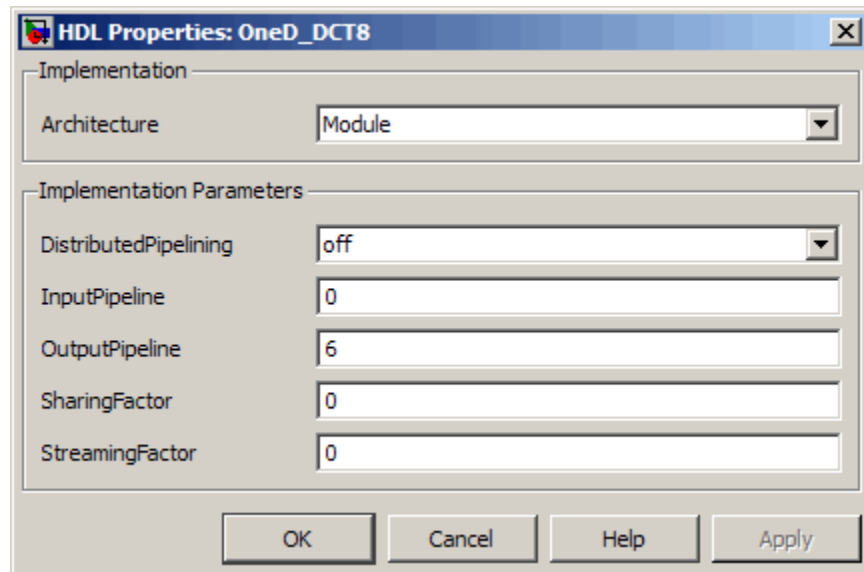
After generating code, the generated model shows the placement of the pipeline registers (highlighted Integer Delays) at the outputs of the DUT. (See Chapter 9, "Generating Bit-True Cycle-Accurate Models" if you are unfamiliar with generated models.)
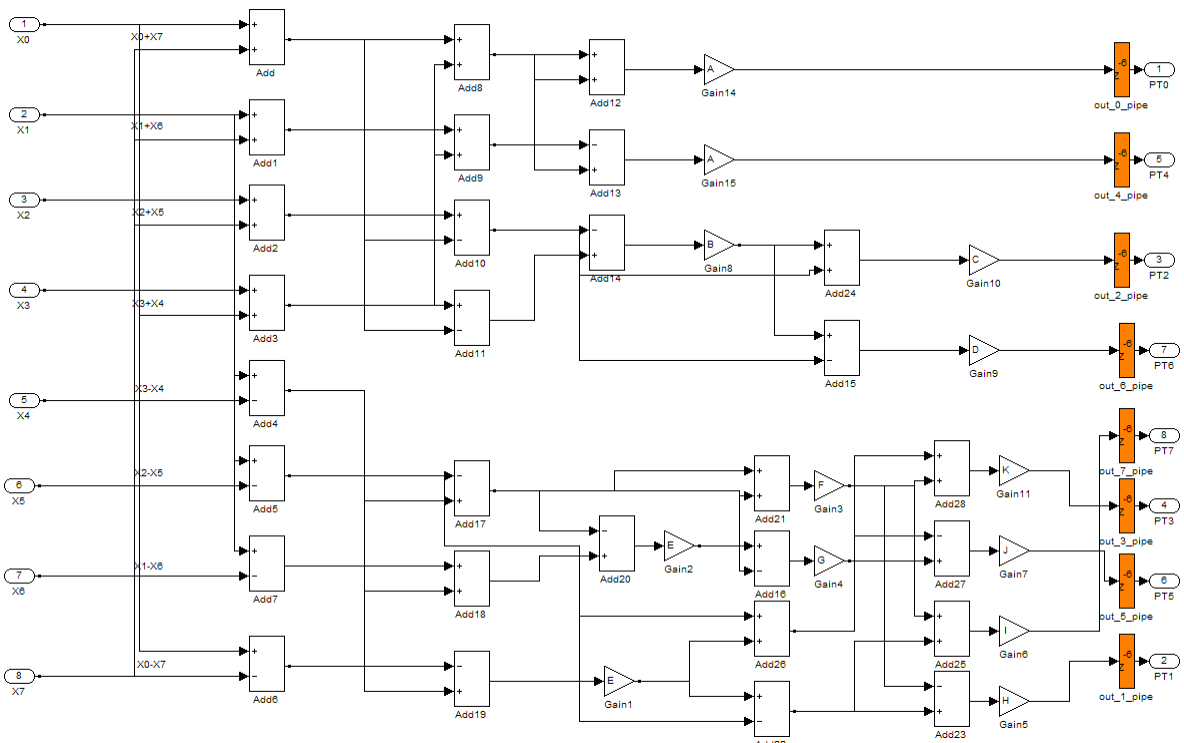
In the following figure, the HDL Block properties dialog box specifies distribution of 6 pipeline stages for each signal path in the DUT..
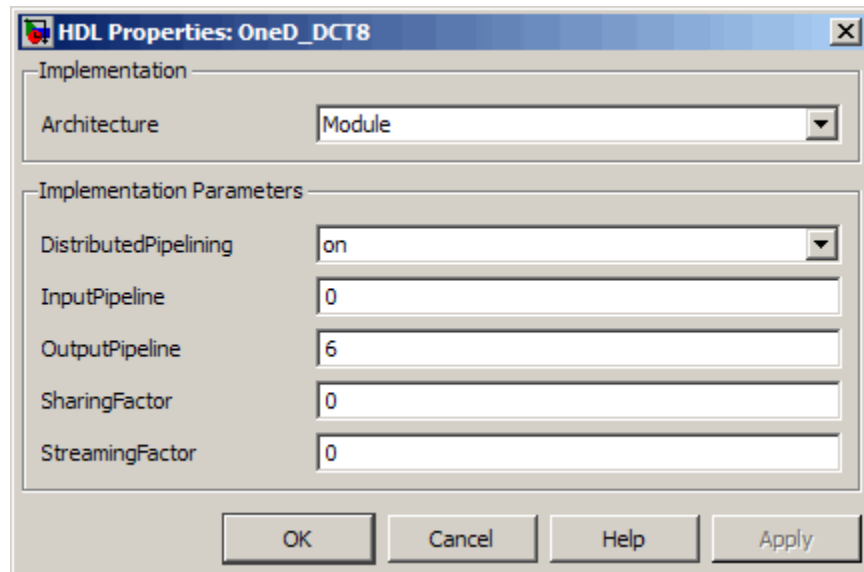
After generating code, the generated model shows the distribution of the pipeline registers at internal points within each signal path. The total number of pipeline registers for each path is 6.
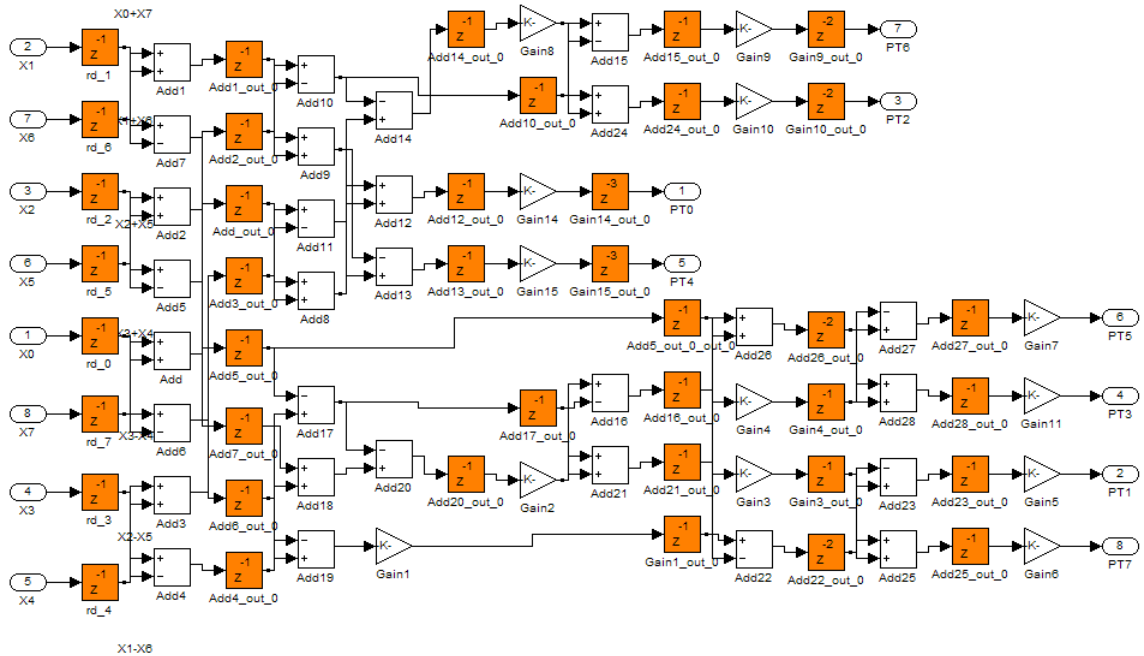
Limitations

The following limitations apply to distributed pipeline insertion:

- If a MATLAB Function block or Stateflow chart contains any matrix with a statically unresolvable index, the coder generates pipeline registers at the output(s).

- The coder does not support hierarchical distributed pipelining. The coder distributes pipeline registers around nested Subsystem blocks.

- If a MATLAB Function block defines any persistent variables the coder generates pipeline registers at the output(s).

- In the current release, if a Stateflow chart contains any state or local variable, the coder generates pipeline registers at the output(s).

- The latencies of the operations currently chosen are approximate. Therefore, pipelining results may not be optimal in cases where the relative

operation latencies in the target platform do not match the trend of the chosen latencies.

- If you specify `'DistributedPipelining', 'on'` for a subsystem that contains any of the blocks in the following list, the coder issues an error message and terminates code generation.

  To work around this limitation, you can place these blocks inside one or more subsystems within the top-level subsystem. The coder generates a black box interface for such subsystems. (See also "Generating a Black Box Interface for a Subsystem" on page 11-3.)

  - Tapped Delay
  - M-PSK Demodulator Baseband
  - M-PSK Modulator Baseband
  - QPSK Demodulator Baseband
  - QPSK Modulator Baseband
  - BPSK Demodulator Baseband
  - BPSK Modulator Baseband
  - PN Sequence Generator
  - dspsigops/Repeat
  - HDL Counter
  - dspadpt3/LMS Filter
  - dspsrcs4/Sine Wave
  - commcnvcod2/Viterbi Decoder
  - Triggered Subsystem
  - Counter Limited
  - Counter Free-Running
  - Frame Conversion

- The following blocks allow `'DistributedPipelining', 'on'`, but the coder treats them in the same way as it treats nested subsystems. That is, the coder distributes pipeline registers around nested Subsystem blocks.

- Sum (Tree or Cascade implementations)
- Product (Tree or Cascade implementations)
- MinMax (Tree or Cascade implementations)
- Upsample
- Downsample
- Rate Transition
- Zero-Order Hold
- Reciprocal Sqrt (RecipSqrtNewton implementation)
- Trigonometric Function (CORDIC Approximation)
- Single Port RAM
- Dual Port RAM
- Simple Dual Port RAM

See Also
"Distributed Pipeline Insertion for MATLAB Function Blocks" on page 13-53

InputPipeline

InputPipeline lets you specify a implementation with input pipelining for selected blocks. The parameter value specifies the number of input pipeline stages (pipeline depth) in the generated code.

The following figure shows the InputPipeline parameter set to 2 in the HDL Properties dialog box for an Add block .
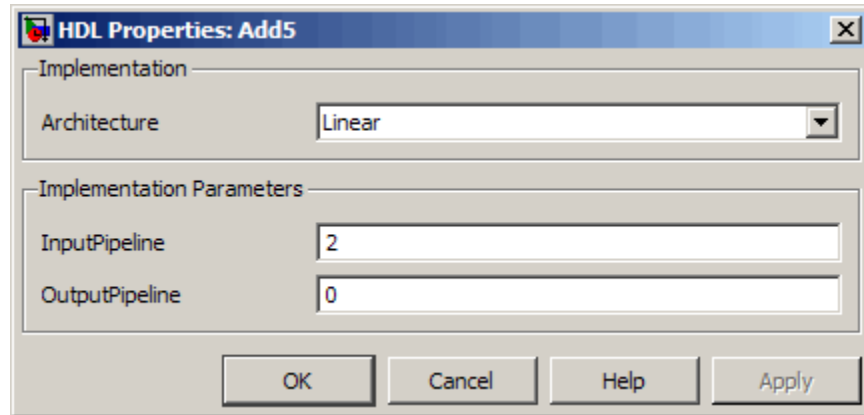
The following code specifies an input pipeline depth of two stages for all Sum blocks in the model:

```
sblocks = find_system(gcb, 'BlockType', 'Sum');
for ii=1:length(sblocks),hdlset_param(sblocks{ii},'InputPipeline', 2), end;
```

When generating code for pipeline registers, the coder appends a postfix string to names of input or output pipeline registers. The default postfix string is _pipe. To customize the postfix string, use the **Pipeline postfix** option in the **Global Settings / General** pane in the **HDL Code Generation** pane of the Configuration Parameters dialog box. Alternatively, you can pass the desired postfix string in the makehdl property PipelinePostfix. See PipelinePostfix for an example.

OutputPipeline

OutputPipeline lets you specify a implementation with output pipelining for selected blocks. The parameter value specifies the number of output pipeline stages (pipeline depth) in the generated code.

The following figure shows the OutputPipeline parameter set to 2 in the HDL Properties dialog box for an Add block .

The following code specifies an output pipeline depth of two stages for all Sum blocks in the model:
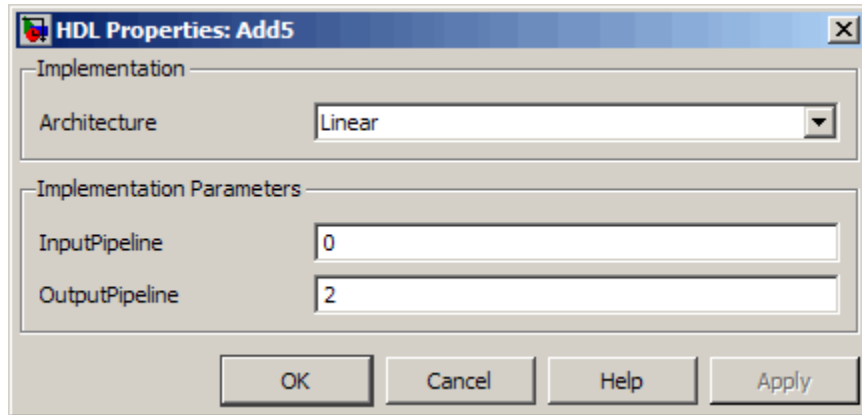
```
sblocks = find_system(gcb, 'BlockType', 'Sum');
for ii=1:length(sblocks),hdlset_param(sblocks{ii},'OutputPipeline', 2), end;
```

When generating code for pipeline registers, the coder appends a postfix string to names of input or output pipeline registers. The default postfix string is `_pipe`. To customize the postfix string, use the **Pipeline postfix** option in the **Global Settings / General** pane in the **HDL Code Generation** pane of the Configuration Parameters dialog box. Alternatively, you can pass the desired postfix string in the makehdl property `PipelinePostfix`. See `PipelinePostfix` for an example.

See also "Distributed Pipeline Insertion for MATLAB Function Blocks" on page 13-53.

Pipelining Implementation Parameters for Filter Blocks

The following implementation parameters for filter blocks provide block-specific pipelining support.

• `AddPipelineRegisters` (Default: `off`): Inserts a pipeline register between stages of computation in a filter.

- `MultiplierInputPipeline` (Default: 0): Generates a specified number of pipeline stages at multiplier inputs for FIR filter structures.

- `MultiplierOutputPipeline` (Default: 0): Generates a specified number of pipeline stages at multiplier outputs for FIR filter structures.

The following figure shows these parameters, set to their default values, in the HDL Block Properties dialog box for a Digital Filter block.
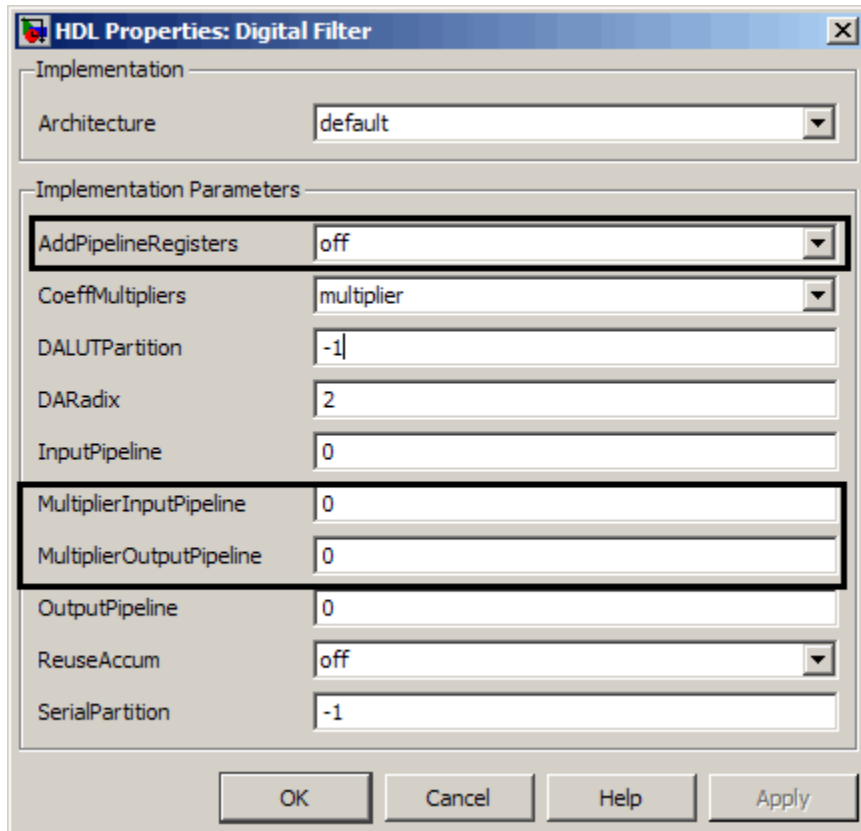
The following table summarizes the filter blocks that support one or more of these parameters;

Filter Block	Supports AddPipelineRegisters	Supports MultiplierInputPipeline	Supports MultiplierOutputPipeline
Digital Filter	Yes	Yes	Yes
Discrete FIR Filter	Yes	Yes	Yes
FIR Decimation	Yes	Yes	Yes
FIR Interpolation	Yes	N/A	N/A
CIC Decimation	Yes	N/A	N/A
CIC Interpolation	Yes	N/A	N/A
Biquad Filter	Yes	N/A	N/A

AddPipelineRegisters Details

The following table summarizes how enabling `AddPipelineRegisters` causes the different filter implementations to place pipeline registers, and the resultant latency.

Filter Block	Pipeline Register Placement	Latency (clock cycles)
Digital Filter (FIR, Asymmetric FIR, and Symmetric FIR filters)	A pipeline register is added between levels of a tree-based adder.	Where FL is the filter lenth: `ceil(log2(FL)`
Digital Filter (FIR Transposed)	A pipeline register is added after the products.	1
Digital Filter (IIR SOS)	Pipeline registers are added between the filter sections.	Where NS is number of sections: `NS-1`

Filter Block	Pipeline Register Placement	Latency (clock cycles)
FIR Decimation (Direct Form only)	One pipeline register is added between levels of a tree-based adder, and one is added after the products.	Where NZ is the number of non-zero coefficients: `ceil(log2(NZ))`
FIR Interpolation	A pipeline register is added between levels of a tree-based adder.	Where PL is polyphse filter length: `ceil(log2(PL))-1`
CIC Decimation	A pipeline register is added between the comb stages of the differentiators .	Where NS is number of sections (at the input side): `NS-1`
CIC Interpolation	A pipeline register is added between the comb stages of the differentiators.	Where NS is number of sections `NS`
Biquad Filter	Pipeline registers are added between the filter sections.	Where NS is number of sections: `NS-1`

Limitations

Take note of the following limitations when applying `AddPipelineRegisters`, `MultiplierInputPipeline`, and `MultiplierOuputPipeline`:

- For FIR Filters, the coder places pipeline stages in the adder tree structure. In cases where the filter datapath is not full precision, this causes numeric differences between the original model and the generated model. To avoid such discrepancies, the coder modifies the filter block parameters in the generated model to full precision.

- Pipeline stages inserted by `AddPipelineRegisters`, `MultiplierInputPipeline`, and `MultiplierOuputPipeline` introduce delays along the path in the model that contains the affected filter. However, equivalent delays are not introduced on other, parallel

signal paths. You may need to ensure that such delays are balanced by using `OutputPipeline` on parallel data paths.

RAM

The following blocks support RAM based implementations as an alternative to shift register based implementations.

- commcnvintrlv2/Convolutional Deinterleaver
- commcnvintrlv2/Convolutional Interleaver

The following figure shows the RAM and shift register options in the HDL Properties dialog box for a Convolutional Deinterleaver .
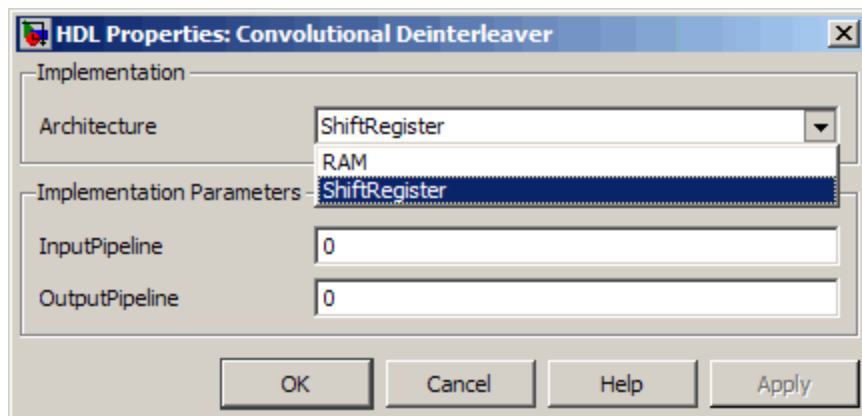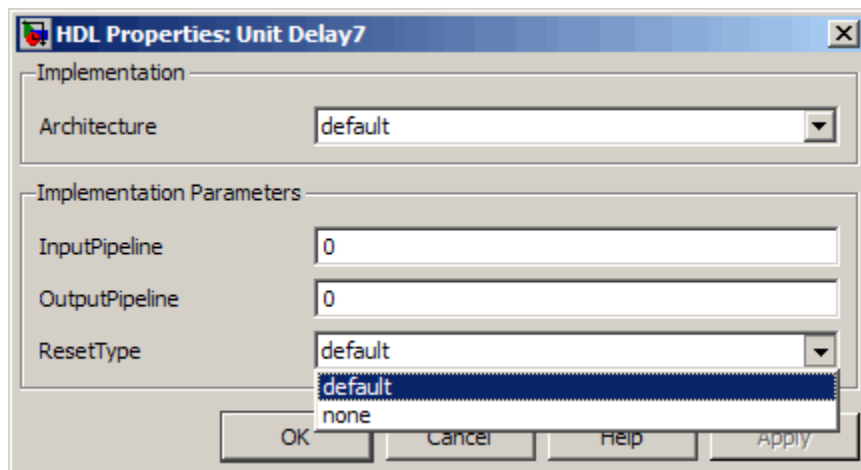

ResetType

The `ResetType` implementation parameter lets you suppress generation of reset logic for the following block types:

- commcnvintrlv2/Convolutional Deinterleaver
- commcnvintrlv2/Convolutional Interleaver
- commcnvintrlv2/General Multiplexed Deinterleaver
- commcnvintrlv2/General Multiplexed Interleaver
- dspsigops/Delay

- simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled

- simulink/Commonly Used Blocks/Unit Delay

- simulink/Discrete/Integer Delay

- simulink/Discrete/Memory

- simulink/Discrete/Tapped Delay

- simulink/User-Defined Functions/MATLAB Function

- sflib/Chart

- sflib/Truth Table

The following figure shows the RAM and shift register options in the HDL Properties dialog box for a Unit Delay block .

When you specify ResetType as 'default', the coder follows the Global Settings/Advanced **Reset type** option for the specified blocks.

When you specify ResetType as 'none' for a selection of one or more blocks, the coder overrides the Global Settings/Advanced **Reset type** option for the specified blocks only. Reset signals and synchronous or asynchronous reset logic (as specified by **Reset type**) is still generated as required for other blocks.

Note that when you set ResetType to 'none', no reset is applied to generated registers. Mismatches between Simulink and the generated code occur for some number of samples during the initial phase, when registers are not fully loaded. To avoid spurious test bench errors, determine the number of samples required to load all registers. Then, set the **Ignore output data checking (number of samples)** option accordingly. (You can use the IgnoreDataChecking property for this purpose, if you are using the command-line interface.) See also IgnoreDataChecking.

The following code specifies suppression of reset logic for a specific unit delay block within a subsystem.

```
hdlset_param('rst_examp/ADut/UnitDelay1','ResetType','none');
```

ShiftRegister

The following blocks support shift register based implementations. (See "Convolutional Interleaver and Deinterleaver Block Requirements and Restrictions" on page 5-48.)

- commcnvintrlv2/Convolutional Deinterleaver
- commcnvintrlv2/Convolutional Interleaver
- commcnvintrlv2/General Multiplexed Deinterleaver
- commcnvintrlv2/General Multiplexed Interleaver

The following figure shows the RAM and shift register options in the HDL Properties dialog box for a Convolutional Deinterleaver .
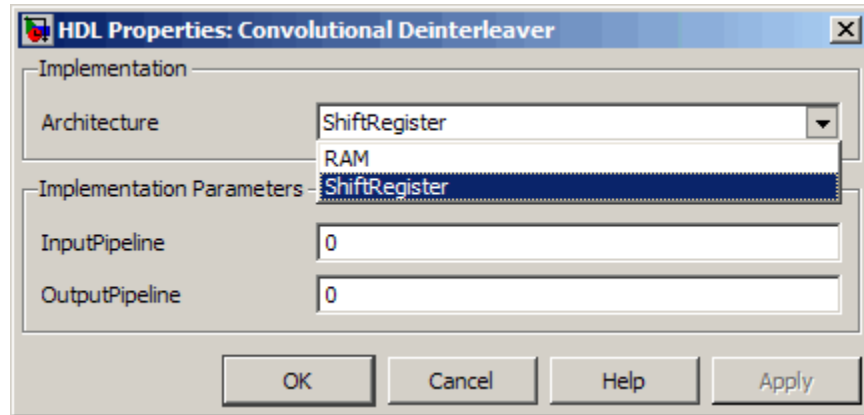
UseRAM

The UseRAM implementation parameter enables you to use RAM-based mapping for a block instead of mapping to a shift register. This implementation parameter is available for the Integer Delay block.

Mapping of a Single Integer Delay to a RAM

UseRAM Setting	Mapping Behavior
off	The integer delay always maps to a shift register in the generated HDL code.

on	The integer delay maps to a dual-port RAM block when all of the following conditions are true:
	
	• The initial value of the delay is zero.
	
	• The delay has one of the following set of numeric and data type attributes:
	
	  ▪ (a) Real scalar with a non-floating-point data type (such as signed integer, unsigned integer, fixed point, or Boolean)
	
	  ▪ (b) Complex scalar with real and imaginary parts that use non-floating-point data type

UseRAM Setting	Mapping Behavior
	(c) Vector where each element is either (a) or (b) `RAMSize` is greater than or equal to the `RAMMappingThreshold` value, where `RAMSize`, is the product `DelayLength * WordLength * ComplexLength`. `DelayLength` is the number of delays that the Integer Delay block specifies. `WordLength` is the number of bits used to represent the `DelayLength`. `ComplexLength` is 2 for complex signals, and 1 otherwise. If any condition is false, the integer delay maps to a shift register in the HDL code unless it merges with other integer delays to map to a single RAM. For more information, see "Mapping of Multiple Integer Delays to a RAM" on page 5-94.

The default value of `RAMMappingThreshold` is 256. To change the threshold, use `hdlset_param`. For example, the following command changes the mapping threshold for the `sfir_fixed` model to 128 bits:

```
hdlset_param('sfir_fixed', 'RAMMappingThreshold', 128);
```

Mapping of Multiple Integer Delays to a RAM

In addition to mapping a single integer delay to a RAM, several integer delays of equal length can merge into one and then map to a single RAM. This optimization provides the following benefits:

- Increased occupancy on a single RAM

- Sharing of address generation logic, which minimizes duplication of identical code

- Mapping of integer delays to a RAM when the *individual* delays do not satisfy the conditions for RAM mapping

The following rules control whether or not multiple integer delays can merge into one:

- The delays must be at the same level of the subsystem hierarchy.
- The delays must be using the same Simulink sample time.
- The delays must have `UseRAM` set to `on`, or the delays were generated by streaming or resource sharing.
- The delays must have the same `ResetType` setting.
- The total word length of the merged delay cannot exceed 128 bits.
- The `RAMSize` of the merged delay is greater than or equal to the `RAMMappingThreshold` value, where `RAMSize`, is the product `DelayLength` `* WordLength * VectorLength * ComplexLength`.
  - `DelayLength` is the total number of delays.
  - `WordLength` is the number of bits used to represent the `DelayLength`.
  - `VectorLength` is the total number of elements in the merged delay.
  - `ComplexLength` is 2 for complex signals, and 1 otherwise.

Speed vs. Area Optimizations for FIR Filter Implementations

Overview of Speed vs. Area Optimizations

The coder provides options that extend your control over speed vs. area tradeoffs in the realization of FIR filter designs. To achieve the desired tradeoff, you can either specify a *fully parallel* architecture for generated HDL filter code, or choose one of several *serial* architectures."Parallel and Serial Architectures" on page 5-96 describes the supported architectures.

The following blocks support these architecture options:

- dsparch4/Digital Filter
- simulink/Discrete/Discrete FIR Filter

- dspmlti4/FIR Decimation

You can specify the full range of parallel and serial architecture options using implementation parameters, as described in "Implementation Parameters for Specifying Speed vs. Area Tradeoffs" on page 5-97

Parallel and Serial Architectures

Fully Parallel Architecture. This is the default option. A fully parallel architecture uses a dedicated multiplier and adder for each filter tap; all taps execute in parallel. A fully parallel architecture is optimal for speed. However, it requires more multipliers and adders than a serial architecture, and therefore consumes more chip area.

Serial Architectures. Serial architectures reuse hardware resources in time, saving chip area. The coder provides a range of serial architecture options, summarized below. All of these architectures have a latency of one clock period (see "Latency in Serial Architectures" on page 5-97).

The available serial architecture options are

- *Fully serial*: A fully serial architecture conserves area by reusing multiplier and adder resources sequentially. For example, a four-tap filter design would use a single multiplier and adder, executing a multiply/accumulate operation once for each tap. The multiply/accumulate section of the design runs at four times the filter's input/output sample rate. This saves area at the cost of some speed loss and higher power consumption.

  In a fully serial architecture, the system clock runs at a much higher rate than the sample rate of the filter. Thus, for a given filter design, the maximum speed achievable by a fully serial architecture will be less than that of a parallel architecture.

- *Partly serial*: Partly serial architectures cover the full range of speed vs. area tradeoffs that lie between fully parallel and fully serial architectures.

  In a partly serial architecture, the filter taps are grouped into a number of serial *partitions*. The taps within each partition execute serially, but the partitions execute in parallel with respect to one another. The outputs of the partitions are summed at the final output.

When you select a partly serial architecture, you specify the number of partitions and the length (number of taps) of each partition. For example, you could specify a four-tap filter with two partitions, each having two taps. The system clock would run at twice the filter's sample rate.

- *Cascade-serial*: A cascade-serial architecture closely resembles a partly serial architecture. As in a partly serial architecture, the filter taps are grouped into a number of serial partitions that execute in parallel with respect to one another. However, the accumulated output of each partition is cascaded to the accumulator of the previous partition. The output of all partitions is therefore computed at the accumulator of the first partition. This technique is termed *accumulator reuse*. No final adder is required, which saves area.

  The cascade-serial architecture requires an extra cycle of the system clock to complete the final summation to the output. Therefore, the frequency of the system clock must be increased slightly with respect to the clock used in a non-cascade partly serial architecture.

  To generate a cascade-serial architecture, you specify a partly serial architecture with accumulator reuse enabled (see "Implementation Parameters for Specifying Speed vs. Area Tradeoffs" on page 5-97. If you do not specify the serial partitions, the coder automatically selects an optimal partitioning.

Latency in Serial Architectures. Serialization of a filter increases the total latency of the design by one clock cycle. The serial architectures use an accumulator (an adder with a register) to add the products sequentially. An additional final register is used to store the summed result of all the serial partitions, requiring an extra clock cycle for the operation. An Integer Delay block is inserted into the generated model after the filter block to handle latency.

Implementation Parameters for Specifying Speed vs. Area Tradeoffs

By default, `makehdl` generates filter code using a fully parallel architecture. If you want to generate FIR filter code with a fully parallel architecture, you do not need to specify this explicitly.

Two implementation parameters specify serial architecture options when generating code via `makehdl`:

- 'SerialPartition': This parameter specifies the serial partitioning of the filter.

- 'ReuseAccum': This parameter enables or disables accumulator reuse.

The following figure shows these parameters (at default vakues) on the HDL Properties dialog bix for a Digital Filter block.
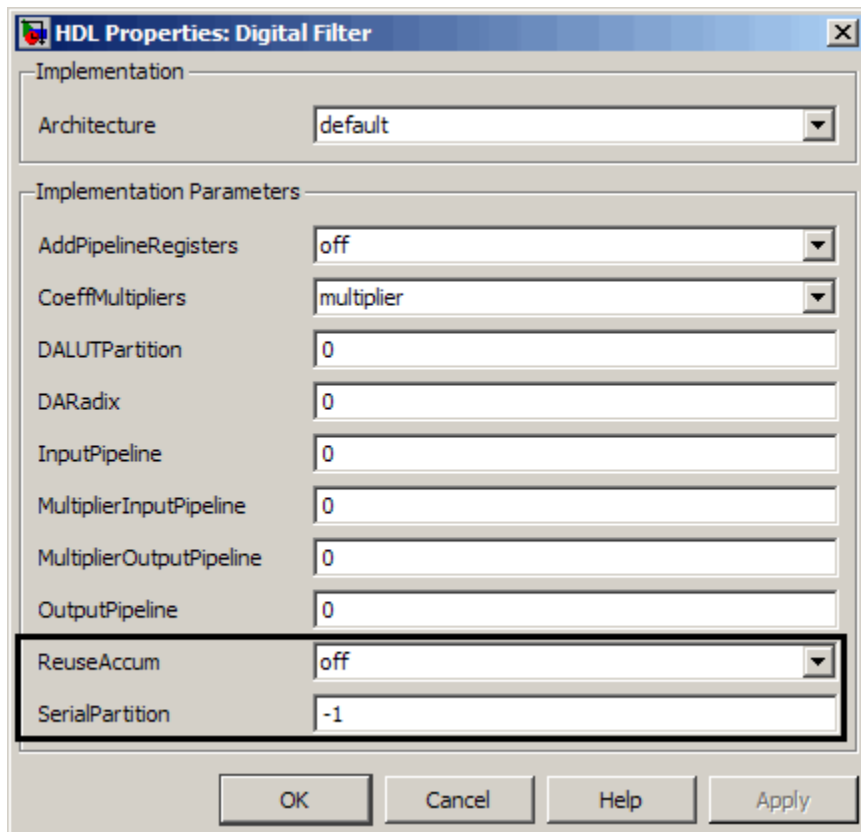
The table below summarizes how to set these parameters to generate the desired architecture.

To Generate This Architecture...	Set SerialPartition to...	Set ReuseAccum to...
Fully parallel	Omit this property	Omit this property
Fully serial	N, where N is the length of the filter	Not specified, or `'off'`
Partly serial	`[p1 p2 p3...pN]` : a vector of integers having N elements, where N is the number of serial partitions. Each element of the vector specifies the length of the corresponding partition. The sum of the vector elements must be equal to the length of the filter. When you define the partitioning for a partly serial architecture, consider the following: • The filter length should be divided as uniformly as possible into a vector of length equal to the number of multipliers intended. For example, if your design requires a filter of length 9 with 2 multipliers, the recommended partition is `[5 4]`. If your design requires 3 multipliers, the recommended partition is `[3 3 3]` rather than some less uniform division such as `[1 4 4]` or `[3 4 2]`. • If your design is constrained by the need to compute each output value (corresponding to each input value) in an exact number N of clock cycles, use N as the largest partition size and partition the other elements as uniformly as possible. For example, if the filter length is 9 and your design requires exactly 4 cycles to compute the output, define the partition as `[4 3 2]`. This partition executes in 4 clock cycles, at the cost of 3 multipliers.	`'off'`

To Generate This Architecture...	Set SerialPartition to...	Set ReuseAccum to...
Cascade-serial with explicitly specified partitioning	[p1 p2 p3...pN]: a vector of integers having N elements, where N is the number of serial partitions. Each element of the vector specifies the length of the corresponding partition. The sum of the vector elements must be equal to the length of the filter. The values of the vector elements must be in descending order, except that the last two element must be equal. For example, for a filter of length 9, partitions such as[5 4] or [4 3 2] would be legal, but the partitions [3 3 3] or [3 2 4] would raise an error at code generation time.	'on'
Cascade-serial with automatically optimized partitioning	Omit this property	'on'

Filter Block Settings and Limitations. When you specify SerialPartition and ReuseAccum for a Digital Filter block, observe the following constraints.

- If you specify **Dialog parameters** as the Coefficient source:
  - Set **Transfer function type** to FIR (all zeros).
  - Select **Filter structure** as one of : Direct form,, Direct form symmetric, or Direct form asymmetric.

- If you specify **Discrete-time filter object** as the Coefficient source, the filter object must be one of the following:
  - dfilt.dffir
  - dfilt.dfsymfir
  - dfilt.dfasymfir

When you specify `SerialPartition` and `ReuseAccum` for a Discrete FIR Filter block, select **Filter structure** as one of the following:

- `Direct form`

- `Direct form symmetric`

- `Direct form asymmetric`

Observe the following limitations for FIR Decimation filters:

- The coder supports `SerialPartition` only for the FIR Direct Form structure.

- Accumulator reuse is not supported.

The coder supports serial partitioning for filter blocks only if all settings of the filter block are in full precision.

Use Full Precision Filter Settings. The coder supports serial partitioning for filter blocks only if all settings of the filter block are in full precision.

Interface Generation Parameters

Some block implementation parameters let you customize features of an interface generated for the following block types:

- simulink/Ports & Subsystems/Model

- built-in/Subsystem

- lfilinklib/HDL Cosimulation

- modelsimlib/HDL Cosimulation

- discoverylib/HDL Cosimulation

Note Support for Synopsys Discovery will be removed in a future release. The Discovery HDL Cosimulation block is supported in R2011a for backward compatibility only.

For example, you can specify generation of a black box interface for a subsystem, and pass parameters that specify the generation and naming of clock, reset, and other ports in HDL code. For more information about interface generation parameters, see "Customizing the Generated Interface" on page 11-43.

Blocks That Support Complex Data

You can use complex signals in the test bench without restriction.

In the device under test (DUT) selected for HDL code generation, support for complex signals is limited to a subset of the blocks supported by the coder. These blocks are listed in the following table. Some restrictions apply for some of these blocks.

Note All blocks listed support the `InputPipeline` and `OutputPipeline` implementation parameters.

Complex data expands into real and imaginary signals. The naming conventions for these derived signals are:

- Real components have the same name as the original complex signal, suffixed with the default string `'_re'` (for example, x_re). To specify a different suffix, set the **Complex real part postfix** option (or the corresponding `ComplexRealPostfix` CLI property).

- Imaginary components have the same name as the original complex signal, suffixed with the string `'_im'` (for example, x_im). To specify a different suffix, set the **Complex imaginary part postfix** option (or the corresponding `ComplexImagPostfix` CLI property).

Simulink Block	Restrictions
dspadpt3/LMS Filter	
dspindex/Variable Selector	
dsparch4/Biquad Filter	See "Complex Coefficients and Data Support for the Digital Filter and Biquad Filter Blocks" on page 5-107
dsparch4/Digital Filter	See "Complex Coefficients and Data Support for the Digital Filter and Biquad Filter Blocks" on page 5-107
dspindex/Multiport Selector	

Simulink Block	Restrictions
dspsigattribs/Convert 1-D to 2-D	
dspsigattribs/Frame Conversion	
dspsigops/Delay	
dspsigops/Downsample	
dspsigops/NCO	
dspsigops/Upsample	
dspsrcs4/DSP Constant	
dspsrcs4/Sine Wave	
hdldemolib/Dual Port RAM	
hdldemolib/Simple Dual Port RAM	
hdldemolib/Single Port RAM	
hdldemolib/HDL FFT	
hdldemolib/HDL Streaming FFT	
sflib/Chart	
simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled	
simulink/Commonly Used Blocks/Constant	
simulink/Commonly Used Blocks/Data Type Conversion	
simulink/Commonly Used Blocks/Demux	
simulink/Commonly Used Blocks/Gain	
simulink/Commonly Used Blocks/Ground	
simulink/Commonly Used Blocks/Product	

Simulink Block	Restrictions
simulink/Commonly Used Blocks/Sum	
simulink/Commonly Used Blocks/Mux	
simulink/Commonly Used Blocks/Relational Operator	~= and == operators only
simulink/Commonly Used Blocks/Switch	
simulink/Commonly Used Blocks/Unit Delay	
simulink/Discrete/Integer Delay	
simulink/Discrete/Memory	
simulink/Discrete/Zero-Order Hold	
simulink/Discrete/Tapped Delay	
simulink/Logic and Bit Operations/Compare To Constant	
simulink/Logic and Bit Operations/Compare To Zero	
simulink/Logic and Bit Operations/Shift Arithmetic	
simulink/Lookup Tables/1-D Lookup Table	
simulink/Math Operations/Add	
simulink/Math Operations/Assignment	
simulink/Math Operations/Complex to Real-Imag	
simulink/Math Operations/Unary Minus	

Simulink Block	Restrictions
simulink/Math Operations/Math Function	The `conj`, `hermitian`, and `transpose` functions support complex data.
simulink/Math Operations/Matrix Concatenate	
simulink/Math Operations/Product of Elements	Only the default (linear) implementation supports complex data. Complex division is not supported.
simulink/Math Operations/Real-Imag to Complex	
simulink/Math Operations/Reshape	
simulink/Math Operations/Subtract	Only the default (linear) implementation supports complex data.
simulink/Math Operations/Sum of Elements	Only the default (linear) implementation supports complex data.
simulink/Math Operations/Vector Concatenate	
simulink/Signal Attributes/Rate Transition	
simulink/Signal Attributes/Signal Conversion	
simulink/Signal Attributes/Signal Specification	
simulink/Signal Routing/Index Vector	
simulink/Signal Routing/Multiport Switch	

Simulink Block	Restrictions
simulink/Signal Routing/Selector	
simulink/User-Defined Functions/MATLAB Function	See also "Using Complex Signals" on page 13-44.

Complex Coefficients and Data Support for the Digital Filter and Biquad Filter Blocks

The coder supports use of complex coefficients and complex input signals for all filter structures of the Digital Filter and Biquad Filter blocks, except decimators and interpolators. In many cases, you can use complex data and complex coefficients in combination. The following table shows the filter structures that support complex data and/or coefficients, and the permitted combinations.

Filter Structure	Complex Data	Complex Coefficients	Complex Data and Coefficients
dfilt.dffir	Y	Y	Y
dfilt.dfsymfir	Y	Y	Y
dfilt.dfasymfir	Y	Y	Y
dfilt.dffirt	Y	Y	Y
dfilt.scalar	Y	Y	Y
dfilt.delay	Y	N/A	N/A
mfilt.cicdecim	Y	N/A	N/A
mfilt.cicinterp	Y	N/A	N/A
mfilt.firdecim	Y	Y	N
mfilt.firinterp	Y	Y	N
dfilt.df1sos	Y	Y	Y
dfilt.df1tsos	Y	Y	Y
dfilt.df2sos	Y	Y	Y
dfilt.df2tsos	Y	Y	Y

Support for Lookup Table Blocks in HDL Code Generation

The coder supports the following lookup table (LUT) blocks:

- simulink/Lookup Tables/n-D Lookup Table
- simulink/Lookup Tables/Prelookup
- simulink/Lookup Tables/Direct Lookup Table (n-D)
- simulink/Lookup Tables/1-D Lookup Table
- simulink/Lookup Tables/2-D Lookup Table

When you configure a lookup table block for HDL code generation, observe the requirements and limitations described in the following sections.

n-D Lookup Table

Required Block Settings

- **Number of table dimensions**: The coder supports a maximum dimension of 2.
- **Index search method**: Select Evenly spaced points.
- **Extrapolation method**: The coder supports only Clip. The coder does not support extrapolation beyond the table bounds.
- **Interpolation method**: The coder supports only Flat or Linear.
- **Diagnostic for out-of-range input**: Select Error. If you select any other options, the coder displays a warning.
- **Use last table value for inputs at or above last breakpoint**: Select this check box.
- **Require all inputs to have the same data type**: Select this check box.
- **Fraction**: Select Inherit: Inherit via internal rule.
- **Integer rounding mode**: Select Zero, Floor, or Simplest.

Avoid Generation of Divide Operator

The coder gives a warning if it encounters conditions under which a division operation would be needed to match the model's simulation behavior. The conditions described in this section will cause the n-D Lookup Table block to emit a divide operator. When you use the n-D Lookup Table block for HDL code generation, you should avoid the following conditions:

- If the block is configured to use interpolation, a division operator will be required. To avoid this, set **Interpolation method** : to `Flat`.

- The second way depends on the table spacing. HDL code generation requires the block to use the "Evenly Spaced Points" algorithm. The block mapping from the input data type to the zero-based table index in general requires a division. When the breakpoint spacing is an exact power of 2, this divide is implemented as a shift instead of as a divide. To adjust the breakpoint spacing, you can adjust the number of breakpoints in the table and/or the difference between the left and right bounds of the breakpoint range.

Table Data Typing and Sizing

- It is good practice to structure your table such that the spacing between breakpoints is a power of two. The coder issues a warning if the breakpoint spacing does not meet this condition. When the breakpoint spacing is a power of two, you can replace division operations in the prelookup step with right-shift operations.

- Table data must resolve to a nonfloating-point data type.

- All ports on the block require scalar values.

Prelookup

Required Block Settings

- **Index search method**: Select `Evenly spaced points`.

- **Extrapolation method**: Select `Clip`.

- **Diagnostic for out-of-range input**: Select `Error`. If you select any other options, the coder displays a warning.

- **Use last breakpoint for input at or above upper limit**: Select this check box.

- **Breakpoint data type**: Select `Inherit:  Same as input`.

- **Integer rounding mode**: Select `Zero`, `Floor`, or `Simplest`.

Table Data Typing and Sizing

- It is good practice to structure your table such that the spacing between breakpoints is a power of two. The coder issues a warning if the breakpoint spacing does not meet this condition. When the breakpoint spacing is a power of two, you can replace division operations in the prelookup step with right-shift operations.

- All ports on the block require scalar values.

- The coder permits floating-point data for breakpoints.

Direct Lookup Table (n-D)

Required Block Settings

- **Number of table dimensions**: The coder supports a maximum dimension of `2`.

- **Inputs select this object from table**: Select `Element`.

- **Make table an input**: Clear this check box.

- **Diagnostic for out-of-range input**: Select `Error`. If you select any other options, the coder displays a warning.

Table Data Typing and Sizing

- It is good practice to size each dimension in the table to be a power of two. The coder issues a warning if the length of any dimension (*except* the innermost dimension) is not a power of two. By following this practice, you can avoid multiplications during table indexing operations and realize a more efficient table in hardware.

- Table data must resolve to a nonfloating-point data type. The coder examines the output port to verify that its data type meets this requirement.

- All ports on the block require scalar values.

1-D Lookup Table

The 1-D Lookup Table block is subject to the same limitations as the n-D Lookup Table block. See "n-D Lookup Table" on page 5-108 for detailed information.

2-D Lookup Table

The 2-D Lookup Table block is subject to the same limitations as the n-D Lookup Table block. See "n-D Lookup Table" on page 5-108 for detailed information.

6

Generating HDL Code for Multirate Models

Overview of Multirate Models

The coder supports HDL code generation for single-clock and multiple clock multirate models. Your model can include blocks running at multiple sample rates:

- Within the device under test (DUT).
- In the test bench driving the DUT. In this case, the DUT inherits multiple sample rates from its inputs or outputs.
- In both the test bench and the DUT.

A *timing controller* entity generates the required rates from a single master clock using one or more counters, creating multiple clock enables. The master clock rate is the fastest rate in the model in single clock mode. In multiple clock mode, it can be any clock in the DUT. The outputs of the timing controller are clock enable signals running at rates an integer multiple slower than the timing controller's master clock

Each timing controller entity definition is written to a separate code file. The timing controller file and entity names derive from the name of the subsystem that is selected for code generation (the DUT). To form the timing controller name, the coder appends the value of the `TimingControllerPostfix` property to the DUT name.

When using single clock mode, HDL code generated from multirate models employs a single master clock that corresponds to the base rate of the DUT. When using multiple clock mode, HDL code generated from multirate models employs one clock input for each rate in the DUT. The number of timing controllers generated in multiple clock mode depends on the design in the DUT.

In general, generating HDL code for a multirate model does not differ greatly from generating HDL code for a single-rate model. However, there are a few requirements and restrictions on the configuration of the model and the use of specialized blocks (such as Rate Transitions) that apply to multirate models. These are discussed in the following sections.

Configuring Multirate Models for HDL Code Generation

In this section...
"Overview" on page 6-3
"Configuring Model Parameters" on page 6-3
"Configuring Sample Rates in the Model" on page 6-4
"Constraints for Rate Transition Blocks and Other Blocks in Multirate Models" on page 6-4

Overview

Certain requirements and restrictions apply to multirate models that are intended for HDL code generation. This section provides guidelines on how to configure model and block parameters to meet these requirements.

Configuring Model Parameters

Before generating HDL code, configure the parameters of your model using the `hdlsetup` command. This ensures that your multirate model is set up correctly for HDL code generation. This section summarizes settings applied to the model by `hdlsetup` that are relevant to multirate code generation. These include:

- **Solver** options that are recommended or required for HDL code generation:

  - **Type**: `Fixed-step`.

  - **Solver**: `Discrete (no continuous states)`. Other fixed-step solvers could be selected, but this option is usually correct for simulating discrete systems.

  - **Tasking mode**: Must be explicitly set to `SingleTasking`. Do not set **Tasking mode** to `Auto`.

- `hdlsetup` configures the following **Diagnostics** / **Sample time** options for all models:

  - **Multitask rate transition**: `error`

  - **Single task rate transition**: `error`

In multirate models intended for HDL code generation, Rate Transition blocks must be explicitly inserted when blocks running at different rates are connected. Setting **Multitask rate transition** and **Single task rate transition** to error ensures that any illegal rate transitions are detected before code is generated.

Configuring Sample Rates in the Model

The coder requires that at least one valid sample rate (sample time > 0) must exist in the model. If all rates are 0, −1, or −2, the code generator (makehdl) and compatibility checker (checkhdl) terminates with an error message.

Constraints for Rate Transition Blocks and Other Blocks in Multirate Models

This section describes constraints you should observe when configuring Rate Transition, Upsample, Downsample, Zero-Order Hold, and various types of delay blocks in multirate models intended for HDL code generation.

Rate Transition Blocks

Rate Transition blocks must be explicitly inserted into the signal path when blocks running at different rates are connected. For general information about the Rate Transition block, see the Rate Transition block documentation.

Make sure the data transfer properties for Rate Transition blocks are set as follows:

- **Ensure deterministic data transfer**: Selected.
- **Ensure data integrity during data transfer**: Selected.

Upsample

When configuring Upsample blocks, set **Frame based mode** to Maintain input frame size.

When the Upsample block is in this mode, **Initial conditions** has no effect on generated code.

Downsample

Configure Downsample blocks as follows:

- Set **Frame based mode** to `Maintain input frame size`.
- Set **Sample based mode** to `Allow multirate`.

Given these Downsample block settings, **Initial conditions** has no effect on generated code if **Sample offset** is set to 0.

Delay and Zero-Order Hold Blocks

Use Rate Transition blocks, rather than any of the following block types, to create rate transitions in models intended for HDL code generation:

- Unit Delay
- Unit Delay Enabled
- Integer Delay
- Tapped Delay
- Zero-Order Hold

All types of Delay blocks listed should be configured to have the same input and output sample rates.

Zero-Order Hold blocks must be configured with inherited (–1) sample times.

Example: Model with a Multirate DUT

The following block diagram shows the interior of a subsystem containing blocks that are explicitly configured with different sample times. The upper and lower Counter Free-Running blocks have sample times of 10 s and 20 s respectively. The counter output signals are routed to output ports ST10 and ST20, which inherit their sample times. The signal path terminating at ST10 runs at the base rate of the model; the signal path terminating at ST20 is a subrate signal, running at half the base rate of the model.
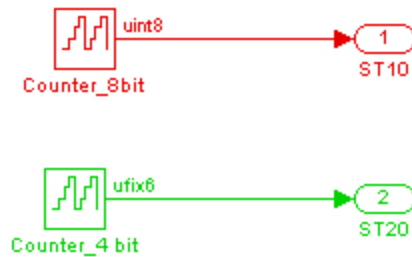
As shown in the next figure, the outputs of the multirate DUT drive To Workspace blocks in the test bench. These blocks inherit the sample times of the DUT outputs.
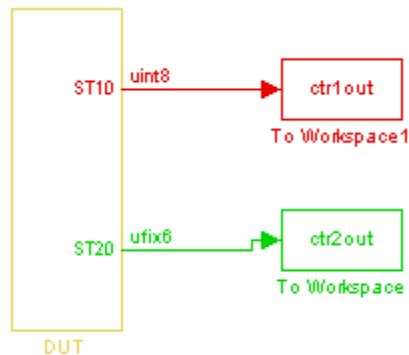
The following listing shows the VHDL entity declaration generated for the DUT.

```
ENTITY DUT IS
  PORT( clk                           :   IN    std_logic;
        reset                         :   IN    std_logic;
        clk_enable                    :   IN    std_logic;
        ce_out_0                      :   OUT   std_logic;
        ce_out_1                      :   OUT   std_logic;
        ST10                          :   OUT   std_logic_vector(7 DOWNTO 0);  -- uint8
        ST20                          :   OUT   std_logic_vector(5 DOWNTO 0)   -- ufix6
        );
END DUT;
```

The entity has the standard clock, reset, and clock enable inputs and data outputs for the ST10 and ST20 signals. In addition, the entity has two clock enable outputs (ce_out_0 and ce_out_1). These clock enable outputs replicate internal clock enable signals maintained by the timing controller entity.

The following figure, showing a portion of a Mentor Graphics ModelSim simulation of the generated VHDL code, lets you observe the timing relationship of the base rate clock (clk), the clock enables, and the computed outputs of the model.
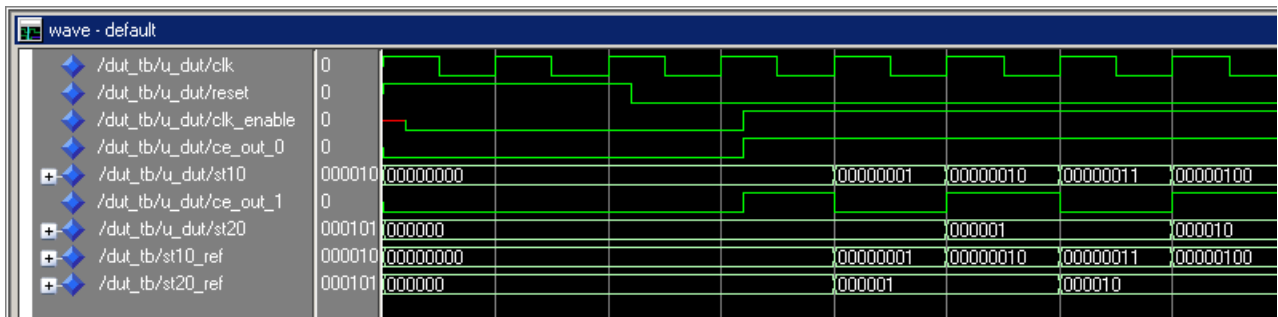
After the assertion of clk_enable (replicated by ce_out_0), a new value is computed and output to ST10 for every cycle of the base rate clock.

A new value is computed and output for subrate signal ST20 for every other cycle of the base rate clock. An internal signal, enb_1_2_1 (replicated by ce_out_1) governs the timing of this computation.

Generating a Global Oversampling Clock

Why Use a Global Oversampling Clock?

In many designs, the DUT is not self-contained. For example, consider a DUT that is part of a larger system that supplies timing signals to all components under control of a global clock. The global clock typically runs at a higher rate than some of the components under its control. By specifying such a *global oversampling clock*, you can integrate your DUT into a larger system without using Upsample or Downsample blocks.

To generate global clock logic, you specify an *oversampling factor*. The oversampling factor expresses the desired rate of the global oversampling clock as a multiple of the base rate of your model.

When you specify an oversampling factor, the coder generates the global oversampling clock and derives the required timing signals from clock signal. Generation of the global oversampling clock affects only generated HDL code. The clock does not affect the simulation behavior of your model.

Requirements for the Oversampling Factor

When you specify the oversampling factor for a global oversampling clock, note these requirements:

- The oversampling factor must be an integer greater than or equal to 1.

- The default value is 1. In the default case, the coder does not generate a global oversampling clock.

• Some DUTs require multiple sampling rates for their internal operations. In such cases, all other rates in the DUT must divide evenly into the global oversampling rate. For more information, see "Resolving Oversampling Rate Conflicts" on page 6-12 .

Specifying the Oversampling Factor From the GUI

You can specify the oversampling factor for a global clock from the GUI as follows:

1 Select the **HDL Code Generation > Global Settings** pane in the Configuration Parameters dialog box.

2 For **Oversampling factor** in the **Clock settings** section, enter the desired oversampling factor. In the following figure, **Oversampling factor** specifies a global oversampling clock that runs at ten times the base rate of the model.
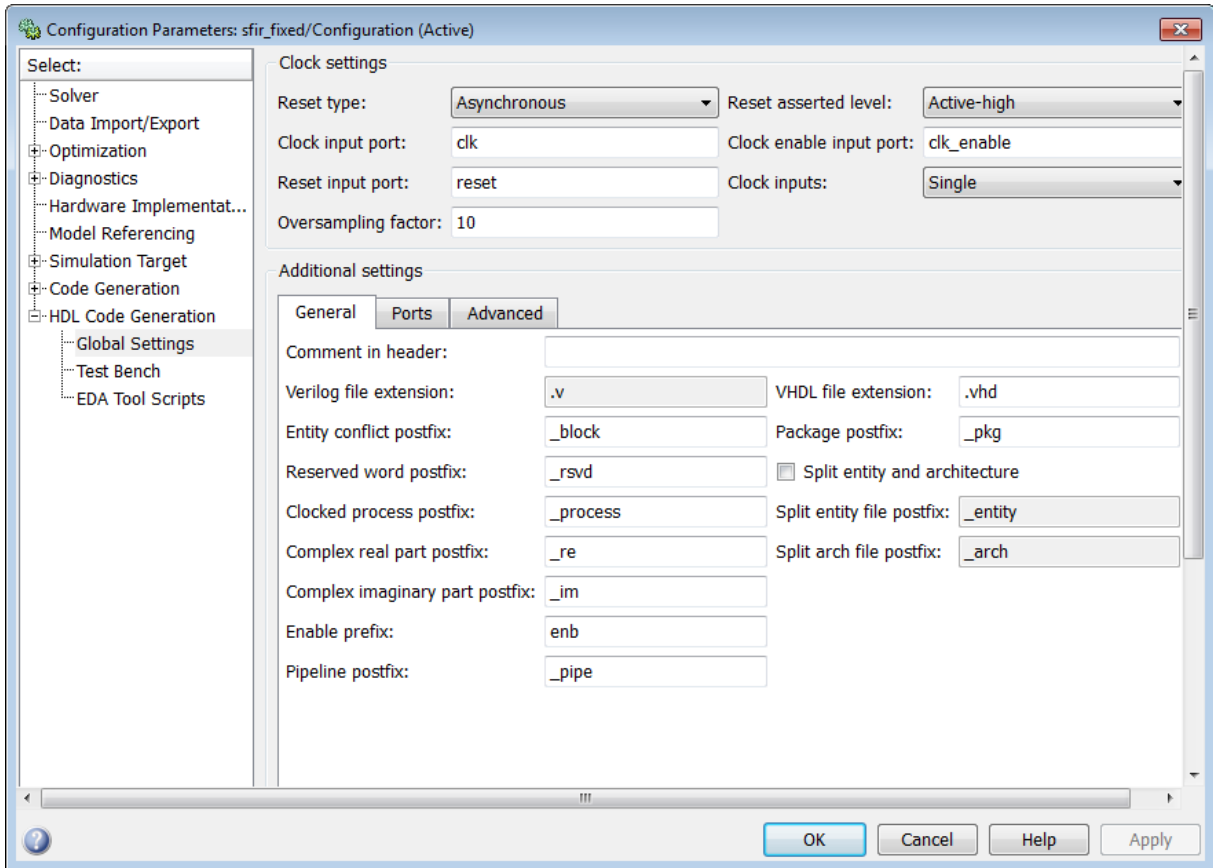
3 Click **Generate** on the **HDL Code Generation** pane to initiate code generation.

The coder reports the oversampling clock rate:

```
### Begin VHDL Code Generation
### MESSAGE: The design requires 10 times faster clock with respect to the base rate = 1.
### Working on symmetric_fir_tc as hdlsrc\symmetric_fir_tc.vhd
### Working on sfir_fixed/symmetric_fir as hdlsrc\symmetric_fir.vhd
### HDL Code Generation Complete.
```

Specifying the Oversampling Factor From the Command Line

You can specify the oversampling factor for a global clock from the command line by setting the `'Oversampling', N` property in the `makehdl` command. The following example specifies an oversampling factor of 7:

```
>> makehdl(gcb,'Oversampling', 7)
### Generating HDL for 'sfir_fixed/symmetric_fir'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.


### Begin VHDL Code Generation
### MESSAGE: The design requires 7 times faster clock with respect to the base rate = 1.
### Working on symmetric_fir_tc as hdlsrc\symmetric_fir_tc.vhd
### Working on sfir_fixed/symmetric_fir as hdlsrc\symmetric_fir.vhd
### HDL Code Generation Complete.
```

Resolving Oversampling Rate Conflicts

The HDL realization of some designs is inherently mulitrate, even though the original Simulink model is single-rate. As an example, consider the `simplevectorsum_cascade` model (also discussed in "Example: Latency" on page 9-7).

This model consists of a subsystem, `vsum`, driven by a vector input of width 10, with a scalar output. The following figure shows the root level of the model.
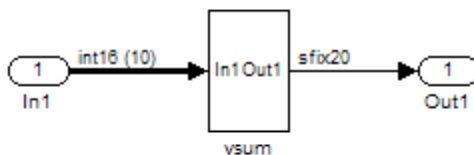
The device under test is the vsum subsystem, shown in the following figure. The subsystem contains a Sum block, configured for vector summation.
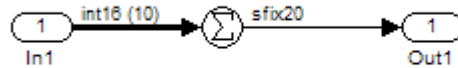
The simplevectorsum_cascade model specifies a cascaded implementation (SumCascadeHDLEmission) for the Sum block. The generated HDL code for a cascaded vector Sum block implementation runs at two effective rates: a faster (oversampling) rate for internal computations and a slower rate for input/output. The coder reports that the inherent oversampling rate for the DUT is five times the base rate:

```
>> makehdl('simplevectorsum_cascade/vsum')
### Generating HDL for 'simplevectorsum_cascade/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.


### Begin VHDL Code Generation
### MESSAGE: The design requires 5 times faster clock with respect to the base rate = 1.
...
```

In some cases, the clock requirements for such a DUT conflict with the global oversampling rate. To avoid oversampling rate conflicts, verify that all subrates in the model divide evenly into the global oversampling rate.

For example, if you request a global overampling rate of 8 for the simplevectorsum_cascade model, the coder displays a warning and ignores the requested oversampling factor. The coder instead respects the oversampling factor that the DUT requests:

```
>> makehdl('simplevectorsum_cascade/vsum', 'Oversampling',8)
### Generating HDL for 'simplevectorsum_cascade/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.
```

```
### Begin VHDL Code Generation
### WARNING: The design requires 40 times faster clock with respect to the base rate = 1,
which is different from the oversampling value (8). Oversampling value is ignored.
...
```

An oversampling factor of 10 works in this case:

```
>> makehdl('simplevectorsum_cascade/vsum', 'Oversampling',10)
### Generating HDL for 'simplevectorsum_cascade/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.


### Begin VHDL Code Generation
### MESSAGE: The design requires 10 times faster clock with respect to the base rate = 1.
...
```

Generating Multicycle Path Information Files

Overview

The coder implements multirate systems in HDL by generating a master clock running at the model's base rate, and generating subrate timing signals from the master clock (see also "Overview of Multirate Models" on page 6-2). The propagation time between two subrate registers can be more than one cycle of the master clock. A *multicycle path* is a path between two such registers.

When synthesizing HDL code, it is often useful to provide an analysis of multicycle register-to-register paths to the synthesis tool. If the synthesis tool can identify multicycle paths, you may be able to:

- Realize higher clock rates from your multirate design.
- Reduce the area of your design.
- Reduce the execution time of the synthesis tool.

Using the **Generate multicycle path information** option (or the equivalent 'MulticyclePathInfo' property for makehdl) you can instruct the coder to analyze multicycle paths in the generated code, and generate a *multicycle path information file*.

A multicycle path information file is a text file that describes one or more *multicycle path constraints*. A multicycle path constraint is a *timing exception*

– it relaxes the default constraints on the system timing by allowing signals on a given path to have a longer propagation time. When using multiple clock mode, the file also contains clock definitions.

Typically a synthesis tool gives every signal a time budget of exactly 1 clock cycle to propagate from a source register to a destination register. A timing exception defines a *path multiplier* N that informs the synthesis tool that a signal has N clock cycles (N > 1) to propagate from the source to destination register. The path multiplier expresses some number of cycles of a *relative clock* at either the source or destination register. Where a timing exception is defined for a path, the synthesis tool has more flexibility in meeting the timing requirements for that path and for the system as a whole.

The generated multicycle path information file does not follow the native constraint file format of any particular synthesis tool. The file contains all the multicycle path information required by popular synthesis tools. You can manually convert this information to multicycle path constraints in the format required by your synthesis tool, or write a script or tool to perform the conversion. The next section describes the format of a multicycle path constraint file in detail.

Format and Content of a Multicycle Path Information File

The following listing shows a simple multicycle path information file.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Constraints Report
%     Module: Sbs
%     Model: mSbs.mdl
%
%     File Name: hdlsrc/Sbs_constraints.txt
%     Created: 2009-04-10 09:50:10
%     Generated by MATLAB 7.9 and Simulink HDL Coder 1.6
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Multicycle Paths
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
FROM : Sbs.boolireg; TO : Sbs.booloreg; PATH_MULT : 2; RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.boolireg_v<0>; TO : Sbs.booloreg_v<0>; PATH_MULT : 2; RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.doubireg; TO : Sbs.douboreg; PATH_MULT : 2; RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.doubireg_v<0>; TO : Sbs.douboreg_v<0>; PATH_MULT : 2; RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.intireg(7:0); TO : Sbs.intoreg(7:0); PATH_MULT : 2; RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.intireg_v<0>(7:0);TO : Sbs.intoreg_v<0>(7:0);PATH_MULT : 2 RELATIVE_CLK : source,Sbs.clk;
```

The first section of the file is a header that identifies the source model and gives other information about how the coder generated the file. this section terminates with the following comment lines:

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Multicycle Paths
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Note For a single-rate model or a model with no multicycle paths, the coder generates only the header section of the file.

The main body of the file follows. This section contains a flat table, each row of which defines a multicycle path constraint.

Each constraint consists of four fields. The format of each field is one of the following:

- `KEYWORD : field;`
- `KEYWORD : subfield1,...  subfield_N;`

The keyword identifies the type of information contained in the field. The keyword string in each field terminates with a space followed by a colon.

The delimiter between fields is the semicolon. Within a field, the delimiter between subfields (if any) is the comma.

The following table defines the fields of a multicycle path constraint, in left-to-right order.

Keyword : field (or subfields)	Field Description
FROM : src_reg_path;	The source (or FROM) register of a multicycle path in the system. The value of src_reg_path is the HDL path of the source register's output signal. See also "Register Path Syntax for FROM : and TO : Fields" on page 6-19 .
TO : dst_reg_path;	The destination (or TO) register of a multicycle path in the system. The FROM register drives the TO register in the HDL code. The value of dst_reg_path is the HDL path of the destination register's output signal. See also "Register Path Syntax for FROM : and TO : Fields" on page 6-19.
PATH_MULT : N;	The *path multiplier* defines the number of clock cycles that a signal has to propagate from the source to destination register. The RELATIVE_CLK field describes the clock associated with the path multiplier (the *relative clock* for the path).

The path multiplier value N indicates that the signal has N clock cycles of its relative clock to propagate from source to destination register.

The coder does not report register-to-register paths where N = 1, because this is the default path multiplier. |
| RELATIVE_CLK : relclock, sysclock; | The RELATIVE_CLK field contains two comma-delimited subfields. Each subfield expresses the location of the relative clock in a different form, for the use of different synthesis tools. The subfields are:

• relclock: Since the coder currently generates only single-clock systems, this subfield always takes the value source. In a multi-clock system, the relative clock associated with a multicycle path could be either the source or destination register of the path, and this subfield could take on either of the values source or destination. This usage is reserved for future release of the coder.

• sysclock: This subfield is intended for use with synthesis tools that require the actual propagation time for a multicycle path. sysclock provides the path to the system's top-level clock (e.g., Sbs.clk) You can use the period of this clock and the path multiplier to calculate the propagation time for a given path. |

Register Path Syntax for FROM : and TO : Fields

The `FROM :` and `TO:` fields of a multipath constraint provide the path to a source or destination register and information about the signal data type, size, and other characteristics.

Fixed Point Signals. For fixed point signals, the register path has the form

```
reg_path<ps> (hb:lb)
```

where:

- `reg_path` is the HDL hierarchical path of the signal. The delimiter between hierarchical levels is the period, for example:Sbs.u_H1.initreg.

- `<ps>`: Part select (zero-origin integer index) for vector signals. Angle brackets <> delimit the part select field

- `(hb:lb)`: Bit select field, indicated from high-order bit to low-order bit. The signal width `(hb:lb)` is the same as the defined width of the signal in the HDL code. This representation does not necessarily imply that all bits of the `FROM :` register are connected to the corresponding bits of the `TO:` register. The actual bit-to-bit connections are determined during synthesis.

Boolean and Double Signals. For boolean and double signals, the register path has the form

```
reg_path<ps>
```

where:

- `reg_path` is the HDL hierarchical path of the signal. The delimiter between hierarchical levels is the period (.), for example: `Sbs.u_H1.initreg`.

- `<ps>`: Part select (zero-origin integer index) for vector signals. Angle brackets <> delimit the part select field

For boolean and double signals, no bit select field is present.

Note The format does not distinguish between boolean and double signals.

Examples. The following table gives several examples of register-to-register paths as represented in a multicycle path information file.

Path	Description
`FROM : Sbs.intireg(7:0); TO : Sbs.intoreg(7:0);`	Both signals are fixed point and eight bits wide.
`FROM : Sbs.intireg; TO : Sbs.intoreg;`	Both signals are either boolean or double.
`FROM : Sbs.intireg<0>(7:0); TO : Sbs.intoreg<1>(7:0);`	The FROM signal is the first element of a vector. The TO signal is the second element of a vector. Both signals are fixed point and eight bits wide.
`FROM : Sbs.u_H1.intireg(7:0); TO : Sbs.intoreg(7:0);`	The signal `intireg` is defined in the module `H1`, and `H1` is inside the module `Sbs`. `u_H1` is the instance name of `H1` in `Sbs`. Both signals are fixed point and eight bits wide.

Ordering of Multicycle Path Constraints

For a given model or subsystem, the ordering of multicycle path constraints within a multicycle path information file may vary depending on whether the target language is VHDL or Verilog, and on other factors. The ordering of constraints may also change in future versions of the coder. When you design scripts or other tools that process multicycle path information file, do not build in any assumptions about the ordering of multicycle path constraints within a file.

Clock Definitions

When you use multiple clock mode, the multicycle path information file also contains a "Clock Definitions" section, as shown in the following listing. This section is located after the header and before the "Multicycle Paths" section.

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Clock Definitions
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
CLOCK: Sbs.clk PERIOD: 0.05
CLOCK: Sbs.clk_1_2 BASE_CLOCK: Sbs.clk MULTIPLIER: 2 PERIOD: 0.1
```

The following table defines the fields for the clock definitions.

Keyword : field (or subfields)	Field Description
CLOCK: clock_name	Each clock in the design has a CLOCK definition line.
PERIOD: float_value	The Simulink rate (floating point value) associated with this CLOCK.
BASE_CLOCK: base_clock_name	Names the master clock. This field does not appear on the master clock.
MULTIPLIER: int_value	Gives the ratio of the period of this clock to the master clock. This field does not appear on the master clock.

File Naming and Location Conventions

The file name for the multicycle path information file derives from the name of the DUT and the postfix string '_constraints', as follows:

DUTname_constraints.txt

For example, if the DUT name is symmetric_fir, the name of the multicycle path information file is symmetric_fir_constraints.txt.

The coder writes the multicycle path information file to the target .

Generating Multicycle Path Information Files Using the GUI

By default, the coder does not generate multicycle path information files. To enable generation of multicycle path information files, select **Generate multicycle path information** in the **HDL Code Generation > EDA Tool Scripts** pane of the Configuration Parameters dialog box.

When you select **Generate multicycle path information**, the coder generates a multicycle path information file each time you initiate code generation.

Generating Multicycle Path Information Files Using the Command Line

To generate a multicycle path information file from the command line, pass in the property/value pair `'MulticyclePathInfo'`,`'on'` to makehdl, as in the following example.

```
>> makehdl(gcb, 'MulticyclePathInfo','on')
### Generating HDL for 'hdlfirtdecim_multicycle/Subsystem'

### Starting HDL Check.
### HDL Check Complete with 0 error, 0 warning and 4 messages.



### Begin VHDL Code Generation
### Working on Subsystem_tc as hdlsrc\Subsystem_tc.vhd
### Working on hdlfirtdecim_multicycle/Subsystem as hdlsrc\Subsystem.vhd
### Generating package file hdlsrc\Subsystem_pkg.vhd
### Finishing multipath connectivity analysis
### Writing multicycle path information in hdlsrc\Subsystem_constraints.txt
### HDL Code Generation Complete.
```

Limitations

Unsupported Blocks and Implementations

The following table lists block implementations (and associated Simulink blocks) that will not contribute to multicycle path constraints information.

Implementation	Block(s)
SumCascadeHDLEmission	Add, Subtract, Sum, Sum of Elements
ProductCascadeHDLEmission	Product, Product of Elements
MinMaxCascadeHDLEmission	MinMax, Maximum, Minimum
ModelReferenceHDLInstantiation	Model
SubsystemBlackBoxHDLInstiation	SubSystem

Implementation	Block(s)
RamBlockDualHDLInstantiation	Dual Port RAM
RamBlockSimpDualHDLInstantiation	Simple Dual Port RAM
RamBlockSingleHDLInstantiation	Single Port RAM

Limitations on MATLAB Function Blocks and Stateflow Charts

Loop-Carried Dependencies. The coder does not generate constraints for any MATLAB Function block or Stateflow chart that contains a for loop with a loop-carried dependency.

Indexing Vector or Matrix Variables. In order to generate constraints for a vector or matrix index expression, the index expression must be one of the following:

- A constant
- A for loop induction variable

For example, in the following example of code for a MATLAB Function block, the index expression reg(i) does not generate constraints.

,

```
function y = fcn(u)
%#codegen

N=length(u);
persistent reg;
if isempty(reg)
    reg = zeros(1,N);
end

y = reg;

for i = 1:N-1
    reg(i) = u(i) + reg(i+1);
end
```

```
reg(N) = u(N);
```

File Generation Time

Tip Generation of constraint files for large models can be slow.

Example of Generating a Multicycle Path Information File

The "Getting Started with Multicycle Path Constraint Generation" example illustrates generation of a multicycle path information file using a model of a decimating filter. To access the demo, enter the following at the command line:

```
showdemo hdlmulticyclepath
```

Properties Supporting Multirate Code Generation

In this section...
"Overview" on page 6-25
"HoldInputDataBetweenSamples" on page 6-25
"OptimizeTimingController" on page 6-25

Overview

This section summarizes coder properties that provide additional control over multirate code generation.

HoldInputDataBetweenSamples

This property determines how long (in terms of base rate clock cycles) data values for subrate signals are held in a valid state.

When `'on'` (the default), data values for subrate signals are held in a valid state across each subrate sample period.

When `'off'`, data values for subrate signals are held in a valid state for only one base-rate clock cycle. See `HoldInputDataBetweenSamples` for details.

OptimizeTimingController

This property specifies whether the timing controller generates the required rates using multiple counters per rate (the default) or a single counter. The use of multiple counters optimizes generated code for speed and area. See `OptimizeTimingController` for details.

7

The hdldemolib Block Library

Accessing the hdldemolib Library Blocks

The `hdldemolib` library provides HDL-specific block implementations supporting simulation and code generation for:

- Single and dual-port RAMs
- Counter with single-shot and free-running modes
- Minimum resource FFT
- Operations on bits and bit fields
- FIFO (Queue)

These blocks are implemented as subsystems. The blocks provide HDL-specific functionality that is not currently supported by other Simulink blocks.

To open the `hdldemolib` library, type the following command at the MATLAB prompt:

```
hdldemolib
```

The following figure shows the top-level `hdldemolib` library window.
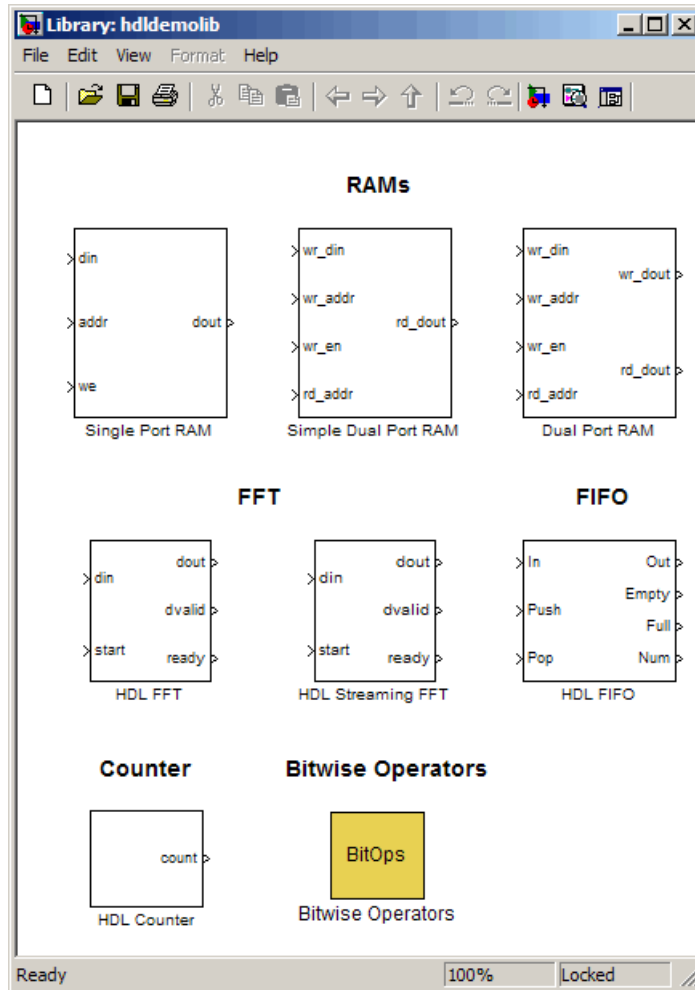
RAM Blocks

In this section...

Overview of RAM Blocks

The RAM blocks let you:

- Simulate the behavior of a single-port or dual-port RAM in your model.

- Generate an interface to the inputs and outputs of the RAM in HDL code.

- Generate RTL code that can be inferred as a RAM by most synthesis tools, for most FPGAs.

The RAM blocks are grouped together in the hdldemolib library, as shown in the following figure. The library provides three type of RAM blocks:

- Dual Port RAM
- Simple Dual Port RAM
- Single Port RAM
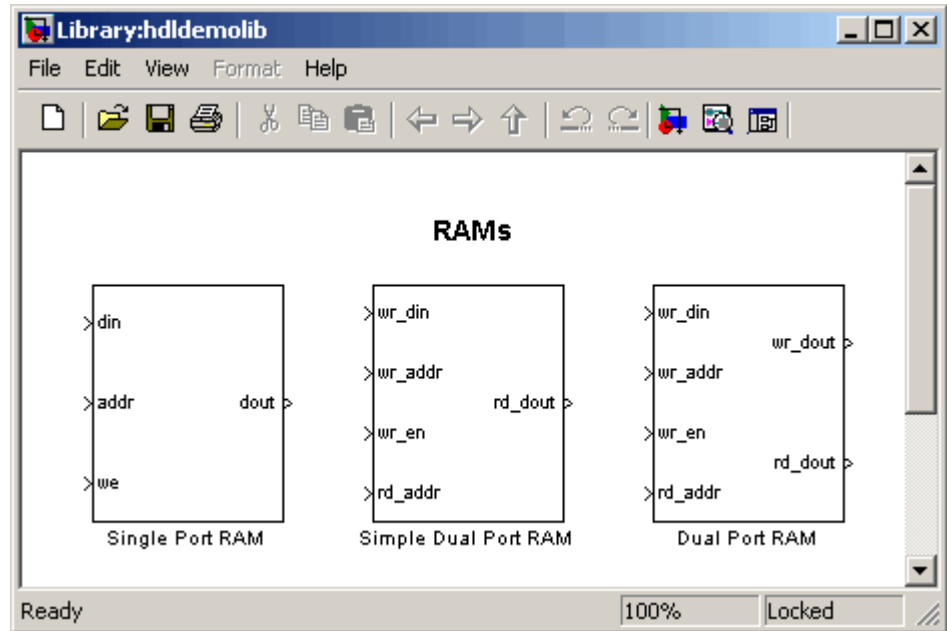
To open the library, type the following command at the MATLAB prompt:

```
hdldemolib
```

Then, drag the desired RAM block from the `hdldemolib` library to your model, and set the block parameters and connect signals following the guidelines in the following sections.

RAM Block Demo

The RAM-Based FIR Filter demo (`hdlcoderfirram.mdl`) provides an example of VHDL code generation for a Dual Port RAM block. Run this demo to acquaint yourself with the generated code.

The HDL device under test (DUT) in the model is the `FIR_RAM` subsystem. The `FIR_RAM` subsystem contains a Dual Port RAM block. The entity and architecture definitions generated for this block are written to `DualPortRAM_Inst0.vhd` .

The code generated for the top-level DUT, FIR_RAM.vhd, contains the component instantiation for the Dual Port RAM block.

Dual Port RAM Block

Dual Port RAM Block Ports and Parameters
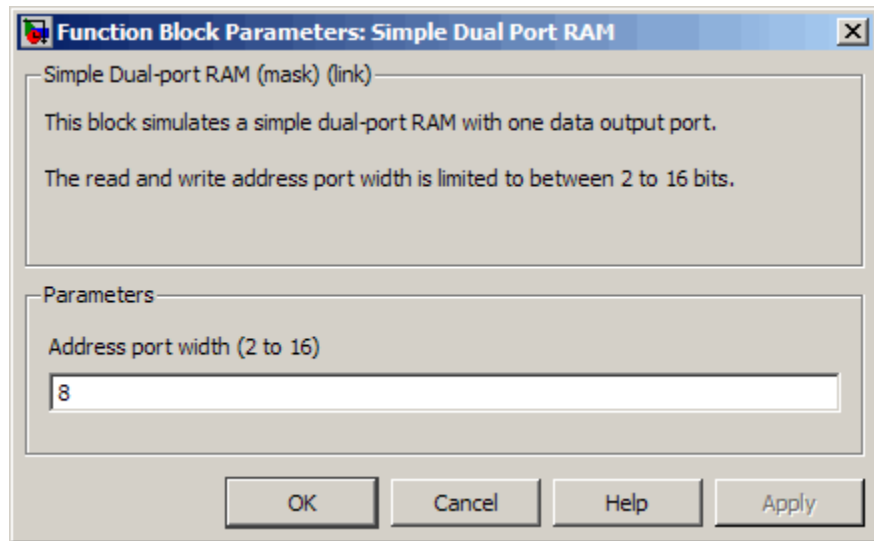The following figure shows the Dual Port RAM block.

Dual Port RAM

The block has the following input and output ports:

- wr_din : Data input. Only scalar signals can be connected to this port. The data type of the input signal can be fixed point, integer, or complex, and can be of any desired width. The port inherits the width and data type of its input signal.

- wr_addr, rd_addr: Write and read address ports, respectively.

  To set the width of the address ports, enter the desired width value (minimum width 2 bits, maximum width 16 bits) into the **Address port width** field of the block GUI, as shown in the following figure. The default width is 8 bits.

  The data type of signals connected to these ports must be unsigned integer (uintN) or unsigned fixed point (ufixN) with a fraction length of 0.

  Vector signals are not accepted at the address ports.

- wr_en: Write enable. This port must be connected to a Boolean signal.

- wr_dout, rd_dout: Output ports with read data for addresses wr_addr and rd_addr, respectively.

Tip If data output at the write port is not required, you can achieve better RAM inference with synthesis tools by using the Simple Dual Port RAM block rather than the Dual Port RAM block.

Read-During-Write Behavior

During a write, new data appears at the output of the write port (wr_dout) of the Dual Port RAM block. If a read operation is performed at the same address at the read port, old data is read at the output (rd_dout).

Simple Dual Port RAM Block

Simple Dual Port RAM Block Ports and Parameters

The following figure shows the Simple Dual Port RAM block.

Simple Dual Port RAM
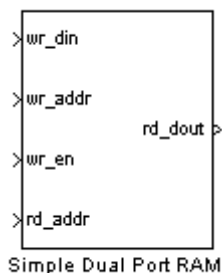
This block is similar to the Dual Port RAM. It differs from Dual Port RAM in its read-during-write behavior, and it does not have the data output at the write port (`wr_dout`).

The block has the following input and output ports:

- `wr_din` : Data input. Only scalar signals can be connected to this port. The data type of the input signal can be fixed point, integer, or complex, and can be of any desired width. The port inherits the width and data type of its input signal.

- `wr_addr`, `rd_addr`: Write and read address ports, respectively.

  To set the width of the address ports, enter the desired width value (minimum width `2` bits, maximum width `16` bits) into the **Address port width** field of the block GUI, as shown in the following figure. The default width is `8` bits.

  The data type of signals connected to these ports must be unsigned integer (`uintN`) or unsigned fixed point (`ufixN`) with a fraction length of `0`.

  Vector signals are not accepted at the address ports.

- wr_en: Write enable. This port must be connected to a Boolean signal.
- rd_dout: Output port with read data for addresses wr_addr and rd_addr, respectively.

Read-During-Write Behavior

During a write operation, if a read operation is performed at the same address at the read port, old data is read at the output.

Single Port RAM Block

Single Port RAM Block Ports and Parameters

The following figure shows the Single Port RAM block.

Single Port RAM

The block has the following input and output ports:

- din : Data input. Only scalar signals can be connected to this port. The data type of the input signal can be fixed point, integer, or complex, and can be of any desired width. The port inherits the width and data type of its input signal.

- addr: Write address port.

  To set the width of the address ports, enter the desired width value (minimum width 2 bits, maximum width 16 bits) into the **Address port width** field of the block GUI, as shown in the following figure. The default width is 8 bits.

  The data type of signals connected to these ports must be unsigned integer (uintN) or unsigned fixed point (ufixN) with a fraction length of 0.

  Vector signals are not accepted at the address ports.
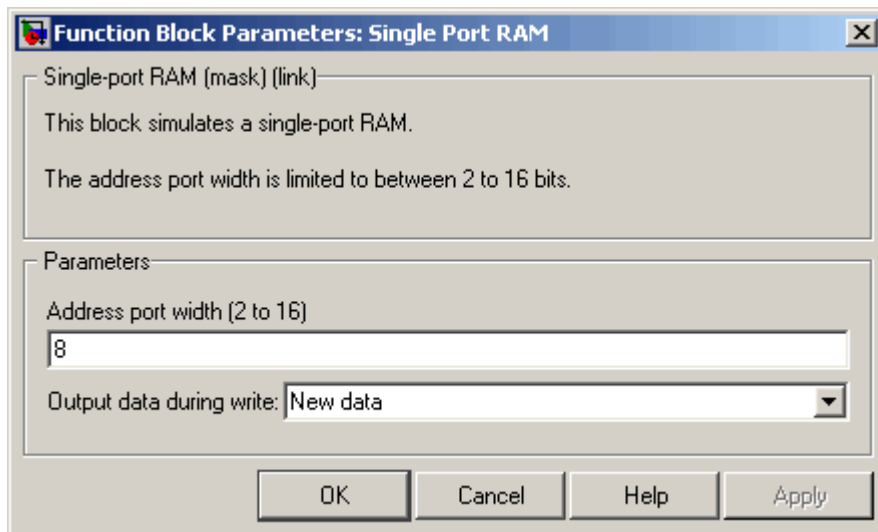
- we: Write enable. This port must be connected to a Boolean signal.

- dout: Output port with data for address addr.

Read-During-Write Behavior

The **Output data during write** drop-down menu provides options that control how the RAM handles output/read data. These options are:

- New data (default): During a write, new data appears at the output port (dout).

- Old data: During a write, old data appears at the output port (dout).

Note Depending on your synthesis tool and target device, the setting of **Output data during write** may affect the result of RAM inference. See "Limitations for RAM Blocks" on page 7-13 for further information on read-during-write behavior in hardware.

Code Generation with RAM Blocks

The following general considerations apply to code generation for any of the RAM blocks:

- Code generated for a RAM block is generated to a separate file in the target folder. The naming convention for this file is *blockname.ext*, where *blockname* is derived from the name assigned to the RAM block, and *ext* is the target language filename extension.

- RAM blocks are implemented as subsystems, primarily for use in simulation. The coder generates a top-level interface (entity and RTL architecture) for the block; code is not generated for the underlying blocks. The generated interface is similar to the subsystem interface described in "Generating a Black Box Interface for a Subsystem" on page 11-3.

- For all RAM blocks, data reads out from the output ports with a latency of 1 clock cycle.

- The generated code for the RAM blocks does not include a reset signal. Generation of a reset is omitted because in the presence of a reset signal, synthesis tools would not infer a RAM from the HDL code.

- Most synthesis tools will infer RAM from the generated HDL code. However, your synthesis tool may not map the generated code to RAM for the following reasons:
  - A small RAM size: your synthesis tool may implement a small RAM with registers for better performance.
  - The presence of a clock enable signal. It is possible to suppress generation of a clock enable signal Dual Port RAM and Single Port RAM blocks, as described in "Limitations for RAM Blocks" on page 7-13.

  Take care to verify that your synthesis tool produces the expected result when synthesizing code generated for the Dual Port RAM block.

  If data output at the write port is not required, you can achieve better RAM inferring with synthesis tools by using the Simple Dual Port RAM block rather than the Dual Port RAM block.

RAM Block Implementations

The following table shows HDL implementation names and implementation parameters for each type of RAM block..

RAM Block	Implementation	Implementation Parameter
Dual Port RAM	default	`RAMStyle`
Simple Dual Port RAM	default	`RAMStyle`
Single Port RAM	default	`RAMStyle`

The `RAMStyle` implementation parameter lets you enable or suppress generation of clock enable logic. `RAMStyle` supports the following parameter values:

- `'default'`: This is the default value. Generates RAM structures using HDL templates that include a clock enable signal, and an empty RAM wrapper.

- `'generic'`: Generates RAM template without clock enable, and a RAM wrapper that implements the clock enable logic.

In many cases, you can use the default and leave `RAMStyle` unspecified. However, some synthesis tools do not support RAM inference with a clock enable. You may want to specify `RAMStyle` as `'generic'` if your synthesis tool does not support RAM structures with a clock enable, and cannot map generated HDL code to FPGA RAM resources. To learn how to use generic style RAM for your design, see the Getting Started with RAM and ROM demo in Simulink demo. To open the demo, type the following command at the MATLAB prompt:

```
hdlcoderramrom
```

Limitations for RAM Blocks

The following limitations apply to the use of RAM blocks in HDL code generation:

- If you use RAM blocks to perform concurrent read and write operations, you should manually verify the read-during-write behavior in hardware.

The read-during-write behavior of the RAM blocks in Simulink matches that of the generated behavioral HDL code. However, a synthesis tool may not follow the same behavior during RAM inferring, causing the read-during-write behavior in hardware to differ from the behavior of the Simulink model or generated HDL code. Actual read-during-write behavior in hardware depends on how synthesis tools infer RAM from generated HDL code, and on the hardware architecture of the target device.

Generic RAM and ROM Demos

Generic RAM Template Supports RAM Without a Clock Enable Signal

The RAM blocks in the `hdldemolib` library implement RAM structures using HDL templates that include a clock enable signal.

However, some synthesis tools do not support RAM inference with a clock enable. As an alternative, the coder provides a generic style of HDL templates that do not use a clock enable signal for the RAM structures. The generic RAM template implements clock enable with logic in a wrapper around the RAM.

You may want to use the generic RAM style if your synthesis tool does not support RAM structures with a clock enable, and cannot map generated HDL code to FPGA RAM resources. To learn how to use generic style RAM for your design, see the Getting Started with RAM and ROM demo in Simulink demo. To open the demo, type the following command at the MATLAB prompt:

```
hdlcoderramrom
```

Generating ROM with 1-D Lookup Table and Unit Delay Blocks

Simulink HDL Coder does not provide a ROM block, but you can easily build one using basic Simulink blocks. The new Getting Started with RAM and ROM in Simulink demo includes an example in which a ROM is built using a 1-D Lookup Table block and a Unit Delay block. To open the demo, type the following command at the MATLAB prompt:

```
hdlcoderramrom
```

HDL Counter

Overview

HDL Counter

The HDL Counter block implements a free-running or count-limited hardware counter that supports signed and unsigned integer and fixed-point data types.

The counter emits its value for the current sample time from the count output. By default, the counter has no input ports. Optionally, you can add control ports that let you enable, disable, load, or reset the counter, or set the direction (positive or negative) of the counter.

Counter Modes

The HDL Counter supports two operation modes, selected from the **Counter type** drop-down menu.

Free Running Mode (default)

The counter is initialized to the value defined by the **Initial value** parameter upon assertion of a reset signal. The reset signal can be either the model's

global reset, or a reset received through an optional **Local reset port** that you can define on the HDL Counter block.

On each sample time, the value defined by the **Step value** parameter is added to the counter, and the counter emits its current value at the count output. When the counter value overflows or underflows the counter's word size, the counter wraps around and continues the counting sequence until reset is asserted or the model stops running.

By default, the positive or negative direction of the count is determined by the sign of the **Step value**. Optionally, you can define a **Count direction** control port on the HDL Counter block.

Free Running Mode Examples. For a 4-bit unsigned integer counter with an **Initial value** of 0 and a **Step value** of 5, the counter output sequence is

```
0, 5, 10, 15, 4, 9,14,3,...
```

For a 4-bit signed integer counter with an **Initial value** of 0 and a **Step value** of -2, the counter output sequence is

```
0,-2,-4,-6,-8,6,4,2,0,-2,-4,...
```

Count Limited Mode

The counter is initialized to the value defined by the **Initial value** parameter upon assertion of a reset signal. The reset signal can be either the model's global reset, or a reset received through an optional **Local reset port** that you can define on the HDL Counter block.

On each sample time, the value defined by the **Step value** parameter is added to the counter, and the current value is tested for equality with the value defined by the **Count to value** parameter. If the current value equals the **Count to value**, the counter is reloaded with the initial value. The counter then emits its current value at the count output.

If the counter value overflows or underflows the counter's word size, the counter wraps around and continues the counting sequence. The sequence continues until reset is asserted or the model stops running.

The condition for resetting the counter is exact equality. For some combinations of **Initial value**, **Step value**, and **Count to value**, the counter value may never equal the **Count to value**, or may overflow and iterate through the counter range some number of times before reaching the **Count to value**.

By default, the positive or negative direction of the count is determined by the sign of the **Step value**. Optionally, you can define a **Count direction** control port on the HDL Counter block.

Count Limited Mode Examples. For an 8-bit signed integer counter with an **Initial value** of 0, a **Step value** of 2, and a **Count to value** of 8, the counter output sequence is

```
0 2 4 6 8 0 ...
```

For a 3-bit unsigned integer counter with an **Initial value** of 0, a **Step value** of 3, and a **Count to value** of 7, the counter output sequence is

```
0 3 6 1 4 7 0 3 6 1 4 7 ...
```

For a 3-bit unsigned integer counter with an **Initial value** of 0, a **Step value** of 2, and a **Count to value** of 7, the counter output sequence never reaches the **Count to value**:

```
0 2 4 6 0 2 4 6 ...
```

Control Ports

By default, the HDL Counter has no inputs. Control ports are optional inputs that you can add to the block to:

- Reset the counter independently from the global reset logic.
- Load the counter with a value.
- Enable or disable the counter.
- Set the positive or negative direction of the counter.

The following figure shows the HDL Counter block configured with all available control ports.

HDL Counter
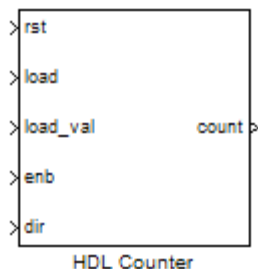
The following characteristics apply to all control ports:

- All control ports are synchronous.
- All control ports except the load value input have Boolean data type.
- All control ports must have the same sample time.
- If any control ports exist on the block, the HDL Counter block inherits its sample time from the ports, and the **Sample time** parameter on the block dialog box is disabled.
- All signals at control ports are active-high.

Creating Control Ports for Loading and Resetting the Counter

By default, the counter is loaded (or reloaded) with the defined **Initial value** at the following times:

- When the model's global reset is asserted
- (In **Count limited** mode only) When the counter value equals the **Count to** value

You can further control reset and load behavior with signals connected to control ports. You can add these control ports to the block via the following options:

Local reset port: Select this option to create a reset input port on the block. The local reset port is labeled rst. The rst port should be connected to a

Boolean signal. When this signal is set to 1, the counter resets to its initial value.

Load ports: When you select this option, two input ports, labeled load and load_val, are created on the block. The load port should be connected to a Boolean signal. When this signal is set to 1, the counter is loaded with the value at the load_val input. The load value must have the same data type as the counter.

Enabling or Disabling the Counter

When you select the **Count enable** port option, a control port labeled enb is created on the block. The enb port should be connected to a Boolean signal. When this signal is set to 0, the counter is disabled and the current counter value is held at the output. When the enb signal is set to 1, the counter resumes operation.

Controlling the Counter Direction

By default, the negative or positive direction of the counter is determined by the sign of the **Step value**. When you select the **Count direction** port option, a control port labeled dir is created on the block. The dir port should be connected to a Boolean signal. The dir signal determines the direction of the counter as follows:

- When the dir signal is set to 1, the step value is added to the current counter value to compute the next value.

- When the dir signal is set to 0, the step value is subtracted from the current counter value to compute the next value.

In effect, when the signal at the dir port is 0, the counter reverses direction. The following table summarizes the effect of the **Count direction** port.

Count Direction Signal Value	Step Value Sign	Actual Count Direction
1	+ (Positive)	Up
1	- (Negative)	Down

Count Direction Signal Value	Step Value Sign	Actual Count Direction
0	+ (Positive)	Down
0	- (Negative)	Up

Priority of Control Signals

The following table defines the priority of control signals, and shows how the counter value is set in relation to the control signals.

rst	load	enb	dir	Next Counter Value
1	–	–	–	initial value
0	1	–	–	load_val value
0	0	0	–	current value
0	0	1	1	current value + step value
0	0	1	0	current value - step value

Defining the Counter Data Type and Size

The HDL Counter block supports signed and unsigned integer and fixed-point data types. Use the following parameters to set the data type:

Output data type: Select Signed or Unsigned. The default is Unsigned.

Word length: Enter the desired number of bits (including the sign bit) for the counter.

Default: 8

Minimum: 1 if **Output data type** is Unsigned, 2 if **Output data type** is Signed

Maximum: 125

Fraction length: To define an integer counter, accept the default **Fraction length** of 0. To define a fixed-point counter, enter the number of bits to the right of the binary point.

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box
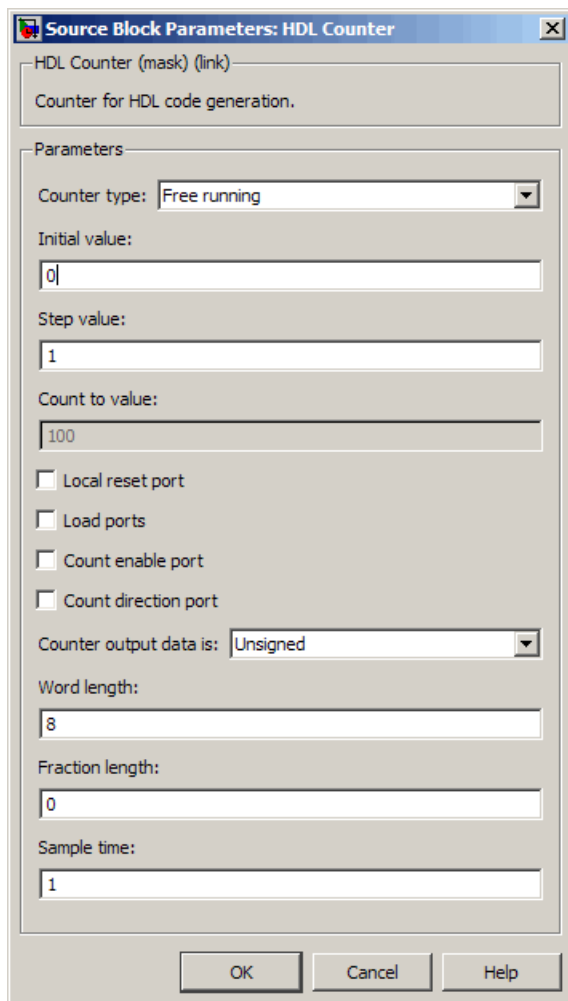
Counter type

Default: Free running

This drop-down menu selects the operation mode of the counter (see "Counter Modes" on page 7-15). The operation modes are:

- Free running
- Count limited

  When Count limited is selected, the **Count to value** field is enabled.

Initial value

Default: 0

By default, the counter is loaded (or reloaded) with the defined **Initial value** at the following times:

- When the model's global reset is asserted.
- (In **Count limited** mode only) When the counter value equals the **Count to** value. See also "Count Limited Mode" on page 7-16.

Step value

Default: 1

The **Step value** is an increment that is added to the counter on each sample time. By default (i.e., in the absence of a count direction control signal) the sign of the step value determines the count direction (see also "Controlling the Counter Direction" on page 7-19).

Set **Step value** to a nonzero value that can be represented in the counter's data type precision without rounding. The magnitude (absolute value) of the step value must be a number that can be represented with the counter's data type.

For a signed N-bit integer counter:

- The range of counter values is $-(2^{N-1})..(2^{N-1} -1)$.
- The range of legal step values is $-(2^{N-1}-1)..(2^{N-1} -1)$ (zero is excluded).

For example, for a 4-bit signed integer counter, the counter range is [-8..7], but the ranges of legal step values are [-7..-1] and [1..7].

Count to value

Default: 100

The **Count to value** field is enabled when the Count limited counter mode is selected. When the counter value is equal to the **Count to value**, the counter resets to the **Initial value** and continues counting. The condition for resetting the counter is exact equality. For some combinations of **Initial value**, **Step value**, and **Count to value**, the counter value may never equal the **Count to value**, or may overflow and iterate through the counter range some number of times before reaching the **Count to value** (see "Count Limited Mode" on page 7-16).

Set **Count to value** to a value that is not equal to the **Initial value**.

Local reset port

Default: cleared

Select this option to create a reset input port on the block. Only Boolean signals should be connected to this port. The port is labeled rst. See "Creating Control Ports for Loading and Resetting the Counter" on page 7-18.

Load ports

Default: cleared

Select this option to create load and load value input ports on the block. The ports are labeled load and load_val, respectively. The signal applied to the load port must be Boolean. The signal applied to the load_val port must have the same data type as the counter. See also "Creating Control Ports for Loading and Resetting the Counter" on page 7-18.

Count enable port

Default: cleared

Select this option to create a count enable input port on the block. Only Boolean signals should be connected to this port. The port is labeled enb. See also "Enabling or Disabling the Counter" on page 7-19.

Count direction port

Default: cleared

Select this option to create a count direction input port on the block. Only Boolean signals should be connected to this port. The port is labeled dir. See also "Controlling the Counter Direction" on page 7-19.

Counter output data is:

Default: Unsigned

This drop-down menu selects whether the counter output is signed or unsigned.

Word length

Default: 8

Word length is a positive integer that defines the size, in bits, of the counter.

Minimum: 1 if **Output data type** is Unsigned, 2 if **Output data type** is Signed

Maximum: 125

Fraction length

Default: 0

To define an integer counter, accept the default **Fraction length** of 0. To define a fixed-point counter, enter the number of bits to the right of the binary point.

Default: 0

Sample time

Default: 1

If the HDL Counter block has no input ports, the **Sample time** field is enabled, and an explicit sample time must be defined. Enter the desired sample time, or accept the default.

If the HDL Counter block has any input ports, this field is disabled, and the block sample time is inherited from the input signals. All input signals must have the same sample time setting. (See also "Control Ports" on page 7-17.)

HDL FFT

Overview

The HDL FFT block implements a minimum resource FFT architecture.

In the current release, the HDL FFT block supports the Radix-2 with decimation-in-time (DIT) algorithm for FFT computation. See the FFT block reference section in the DSP System Toolbox documentation for more information about this algorithm.

The results returned by the HDL FFT block are bit-for-bit compatible with results returned by the DSP System Toolbox FFT block.

The operation of the HDL FFT block differs from the DSP System Toolbox FFT block, due to the requirements of hardware realization. The HDL FFT block:

• Requires serial input

• Generates serial output

• Operates in burst I/O mode

The HDL FFT block provides handshaking signals to support these features (see "Block Inputs and Outputs" on page 7-28).

HDL FFT Block Demo

To get started with the HDL FFT block, run the "Using the Minimum Resource HDL FFT" demo. The demo is located in the Simulink/Simulink HDL Coder/Signal Processing demo library.

The demo illustrates the use of the HDL FFT block in simulation. The model includes buffering and control logic that handles serial input and output. In the demo, a complex source signal is stored as a series of samples in a FIFO. Samples from the FIFO are processed serially by the HDL FFT block, which emits a stream of scalar FFT data.

For comparison, the same source signal is also processed by the frame-based DSP System Toolbox FFT block. The output frames from the DSP System Toolbox FFT block are buffered into a FIF0 and compared to the output of the HDL FFT block. Examination of the demo results shows the outputs to be identical.

Block Inputs and Outputs

As shown in the following figure, the HDL FFT block has two input ports and three output ports. Two of these ports are for data input and output signals. The other ports are for control signals.
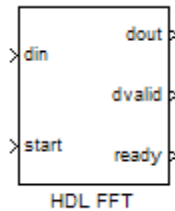
The input ports are:

- din: The input data signal. A complex signal is required.

- start: Boolean control signal. When this signal is asserted true (1), the HDL FFT block initiates processing of a data frame.

The output ports are:

- dout: Data output signal. The Radix-2 with DIT algorithm produces output with linear ordering.

- dvalid: Boolean control signal. The HDL FFT block asserts this signal true (1) when a burst of valid output data is available at the dout port.

• `ready`: Boolean control signal. The HDL FFT block asserts this signal true (1) to indicate that it is ready to process a new frame.

Configuring Control Signals

For correct and efficient hardware deployment of the HDL FFT block, the timing of the block's input and output data streams must be considered carefully. The following figure shows the timing relationships between the system clock and the `start`, `ready`, and `dvalid` signals.
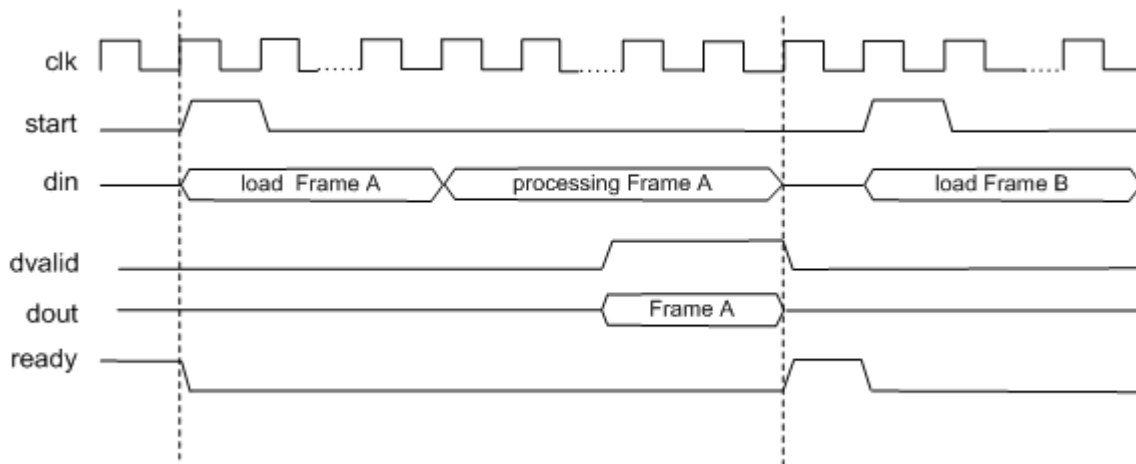
When `ready` is asserted, the `start` signal (active high) triggers the FFT block. The high cycle period of the `start` signal does not affect the behavior of the block.

One clock cycle after the `start` trigger, the block begins to load data and the `ready` signal is deasserted. During the interval when the block is loading, processing, and outputting data, `ready` is low and the `start` signal is ignored.

The `dvalid` signal is asserted high for N clock cycles (where N is the FFT length) after processing is complete. `ready` is asserted again after all N-point FFT outputs are sent out.

The expression `Tcycle` denotes the total number of clock cycles required by the HDL FFT block to complete an FFT of length N. `Tcycle` is defined as follows:

- Where `N >8`

  ```
  Tcycle =  3N/2-2 + log2(N)*(N/2+3);
  ```

- Where `N = 8`

  ```
  Tcycle =  3N/2-1 +log2(N)*(N/2+3);
  ```

Given `Tcycle`, you can then define the period between assertions of the HDL FFT `start` signal in any way that is suitable to your application. For example, in the "Using the Minimum Resource HDL FFT" demo, this period is computed and assigned to the variable `startLen`, as follows:

```
if (N<=8)
startLen = (ceil(Tcycle/N)+1)*N;
else
startLen = ceil(Tcycle/N)*N;
end
```

In the demo model, `startLen` determines the period of a Pulse Generator that drives the HDL FFT block's `start` input.

In the demo, these values are computed in the model's initialization function (`InitFcn`), which is defined in the **Callbacks** pane of the Simulink Model Explorer.

The HDL FFT block asserts and deasserts the `ready` and `dvalid` signals automatically. These signals are routed to the model components that write to and read from the HDL FFT block.

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box

The following figure shows the HDL FFT block dialog box, with all parameters at their default settings.

Function Block Parameters: HDL FFT

HDL FFT (mask) (link)

HDL FFT block. This block reads serial input and generates serial output.

Parameters

FFT Length

8

Rounding mode   Floor

Overflow mode   Saturate

Sine table   Same word length as input

Sine table word length

10

Product output   Same as input

Product word length

16

Product fraction length

13

Accumulator   Same as input

Accumulator word length

18

Accumulator fraction length

10

Output   Same as input

Output word length

16

Output fraction length

8

OK   Cancel   Help   Apply

FFT Length

Default: `8`

The FFT length must be a power of 2, in the range 2^3 .. 2^{16}.

Rounding mode

Default: `Floor`

The HDL FFT block supports all rounding modes of the DSP System Toolbox FFT block. See also the FFT block reference section in the DSP System Toolbox documentation.

Overflow mode

Default: `Saturate`

The HDL FFT block supports all overflow modes of the DSP System Toolbox FFT block. See also the FFT block reference section in the DSP System Toolbox documentation.

Sine table

Default: `Same word length as input`

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values is always equal to the word length minus one.

- When you select `Same word length as input`, the word length of the sine table values match that of the input to the block.
- When you select `Specify word length`, you can enter the word length of the sine table values, in bits, in the **Sine table word length** field. The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters; they are always saturated and rounded to `Nearest`.

Product output

Default: `Same as input`

Use this parameter to specify how you want to designate the product output word and fraction lengths:

- When you select `Same as input`, these characteristics match those of the input to the block.

- When you select `Binary point scaling`, you can enter the word length and the fraction length of the product output, in bits, in the **Product word length** and **Product fraction length** fields.

Accumulator

Default: `Same as input`

Use this parameter to specify how you want to designate the accumulator word and fraction lengths:

When you select `Same as product output`, these characteristics match those of the product output.

- When you select `Same as input`, these characteristics match those of the input to the block.

- When you select `Binary point scaling`, you can enter the word length and the fraction length of the accumulator, in bits, in the **Accumulator word length** and **Accumulator fraction length** fields.

Output

Default: `Same as input`

Choose how you specify the output word length and fraction length:

- When you select `Same as input`, these characteristics match those of the input to the block.

- When you select `Binary point scaling`, you can enter the word length and the fraction length of the output, in bits, in the **Output word length** and **Output fraction length** fields.

Note The HDL FFT block always skips the divide-by-two operation on butterfly outputs for fixed-point signals.

HDL FIFO

Overview

The HDL FIFO block stores a sequence of input samples in a first in, first out (FIFO) register. The HDL FIFO block closely resembles the Queue block of the DSP System Toolbox, but with HDL-related enhancements such as multi-rate support.

Block Inputs and Outputs

The following figure shows the HDL FIFO block with all input and output ports enabled.
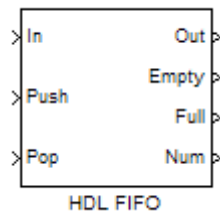
The input ports are:

- `In`: The data input signal.

- `Push`: Control signal. When this port receives a value of `1`, the block pushes the input at the `In` port onto the end of the FIFO register.

- `Pop`: Control signal. When this port receives a value of `1`, the block pops the first element off the FIFO register and holds the `Out` port at that value

The output ports are:

- Out: The data output signal.

- Empty: The block asserts this signal true (1) when the FIFO register is empty. Display of this port is optional.

- Full: The block asserts this signal true (1) to indicate that the FIFO register is full. Display of this port is optional.

- Num: The current number of data values in the FIFO register. Display of this port is optional.

In the event that two or more of the control input ports are triggered at the same time step, the operations execute in the following order:

1 Pop

2 Push

HDL Implementation and Implementation Parameters

Implementation: default

Implementation Parameters: InputPipeline, OutputPipeline

Parameters and Dialog Box

The following figure shows the HDL FIFO block dialog box, with all parameters at their default settings.
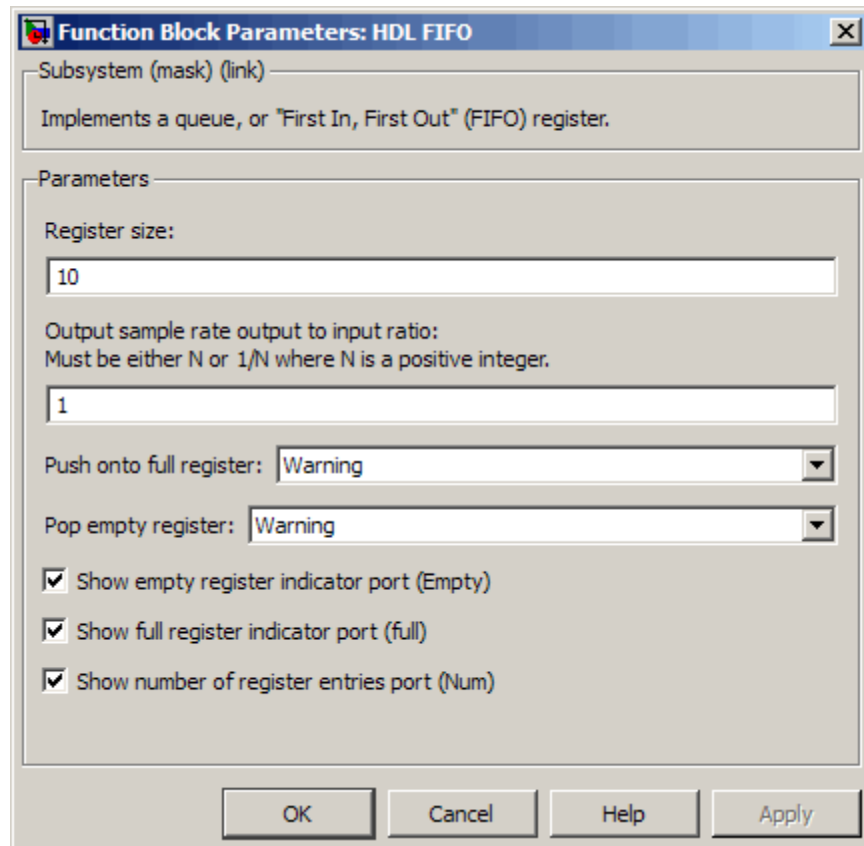
- **Register size**: Specify the number of entries that the FIFO register can hold.

  Default: 10

- **Output sample rate output to input ratio**: Inputs (In, Push) and outputs (Out, Pop) can run at different sample rates. Enter the required ratio of output to input rates, expressed as N or 1/N, where N is a positive integer.

  Default: 1

  The Full, Empty, and Num signals always run at the faster rate.

- **Push onto full register**: Response (`Ignore`, `Error`, or `Warning`) to a trigger received at the `Push` port when the register is full.

  Default: `Warning`

- **Pop empty register**: Response (`Ignore`, `Error`, or `Warning`) to a trigger received at the `Pop` port when the register is empty.

  Default: `Warning`

- **Show empty register indicator port (Empty)**: Enable the `Empty` output port, which is high (1) when the FIFO register is empty, and low (0) otherwise.

- **Show full register indicator port (Full)**: Enable the `Full` output port, which is high (1) when the FIFO register is full, and low (0) otherwise.

- **Show number of register entries port (Num)**: Enable the `Num` output port, which tracks the number of entries currently on the queue.

HDL Streaming FFT

Overview

The HDL Streaming FFT block supports the Radix-2 with decimation-in-frequency (DIF) algorithm for FFT computation. See the FFT block reference section in the DSP System Toolbox documentation for more information about this algorithm.

The HDL Streaming FFT block returns results identical to results returned by the Radix-2 DIF algorithm of the DSP System Toolbox FFT block.

HDL Streaming FFT Block Demo

To get started with the HDL Streaming FFT block, run the "OFDM Receiver with 512-Point Streaming I/O FFT" demo. You can find this demo in the Simulink/Simulink HDL Coder/Signal Processing demo library.

The demo implements a simple OFDM transmitter and receiver. The model compares the results obtained from the DSP System Toolbox FFT block to results obtained from the HDL Streaming FFT block.

Block Inputs and Outputs

As shown in the following figure, the HDL Streaming FFT block has two input ports and three output ports. Two of these ports are for data input and output signals. The other ports are for control signals.
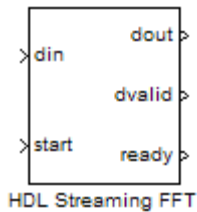
HDL Streaming FFT

The block has the following input ports:

- din: The input data signal. The coder requires a complex fixed-point signal.

- start: Boolean control signal. When start asserts true (1), the HDL Streaming FFT block initiates processing of a data frame.

The block has the following output ports:

- dout: Data output signal.

- dvalid: Boolean control signal. The HDL Streaming FFT block asserts this signal true (1) when a stream of valid output data is available at the dout port.

- ready: Boolean control signal. The HDL Streaming FFT block asserts this signal true (1) to indicate that it is ready to process a new frame.

Timing Description

The HDL Streaming FFT block operates in one of two modes:

- *Continuous data streaming* mode: In this mode, the HDL Streaming FFT block expects to receive a continuous stream of data at din. After an initial delay, the block produces a continuous stream of data at dout.

- *Non-continuous data streaming* mode: In this mode, the HDL Streaming FFT block receives non-continuous bursts of streaming data at din. After an initial delay, the block produces non-continuous bursts of streaming data at dout.

The behavior of the control signals determines the timing mode of the block.

Continuous Data Streaming Timing

Assertion of the start signal (active high) triggers processing by the HDL Streaming FFT block. To initiate continuous data stream processing, assert the start signal in one of the following ways:

- Hold the start signal high (as shown in Continuous Data Streaming with Start Signal Held High on page 7-41).

- Pulse the start signal every N clock cycles, where N is the FFT length (as shown in Continuous Data Streaming With Pulsed Start Signal on page 7-42).

One clock cycle after the start trigger, the block begins to load data at din. After the first frame of streaming data, the block starts to receive the next frame of streaming data.

Meanwhile, the block performs the FFT calculation on the incoming data frames and outputs the results continuously at dout. The HDL Streaming FFT block asserts and deasserts the ready and dvalid signals automatically. The block asserts dvalid high whenever the output data stream is valid. The block asserts ready high to indicate that the block is ready to load a new data frame. When ready is low, the block ignores the start signal.

The following figures illustrate continuous data streaming. Each data frame corresponds to a stream of N input data values, where N is the FFT length.
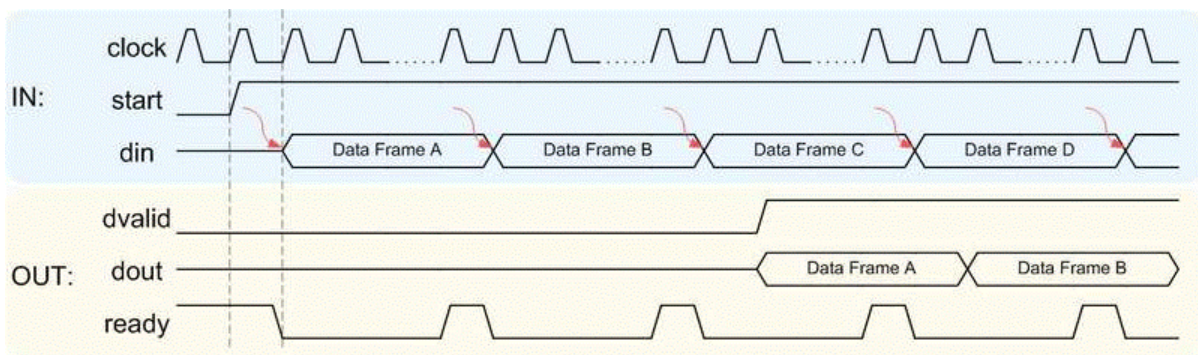
Continuous Data Streaming with Start Signal Held High

> **Note** The start signal can be a single cycle pulse; it need not be held high for the entire data frame. When processing for a frame begins, further pulses on start do not affect processing of that frame. However, a start pulse must occur at the beginning of each data frame.
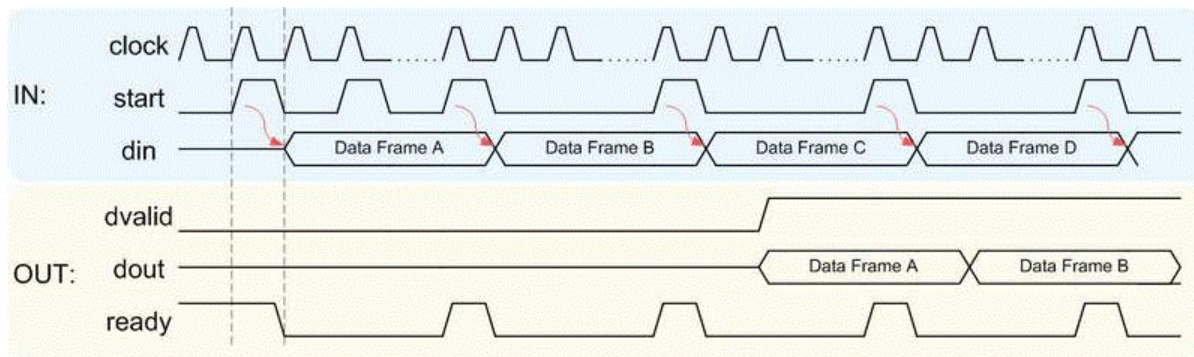
Continuous Data Streaming With Pulsed Start Signal

Non-Continuous Data Streaming Timing

In this mode, the HDL Streaming FFT block receives continuous bursts of streaming data at din. After an initial delay, the block produces non-continuous bursts of streaming data at dout. Breaks occur between data frames when the following condition exist:

- The start signal does not assert every N clock cycles (where N is the FFT length)

- The start signal is not continuously held high.

Non-continuous data streaming mode allows you more flexibility in determining the intervals between input data streams.
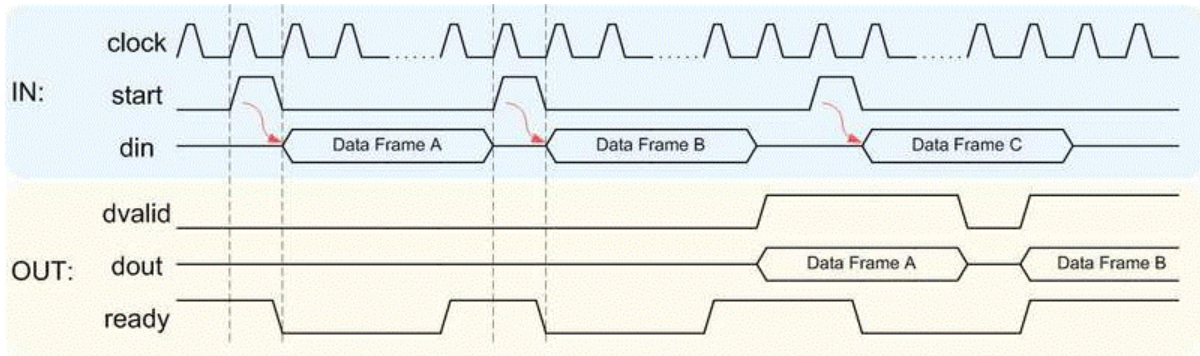
Initial Delay

The initial delay of the HDL Streaming FFT block is the interval between the following times:

- The time the block begins to receive the first frame of input data

- The time the block asserts dvalid and produces the first valid output data.

The initial delay represents the time the block uses to load a data frame, calculate the FFT, and output the beginning of the first output frame. The following figure illustrates the initial delay.
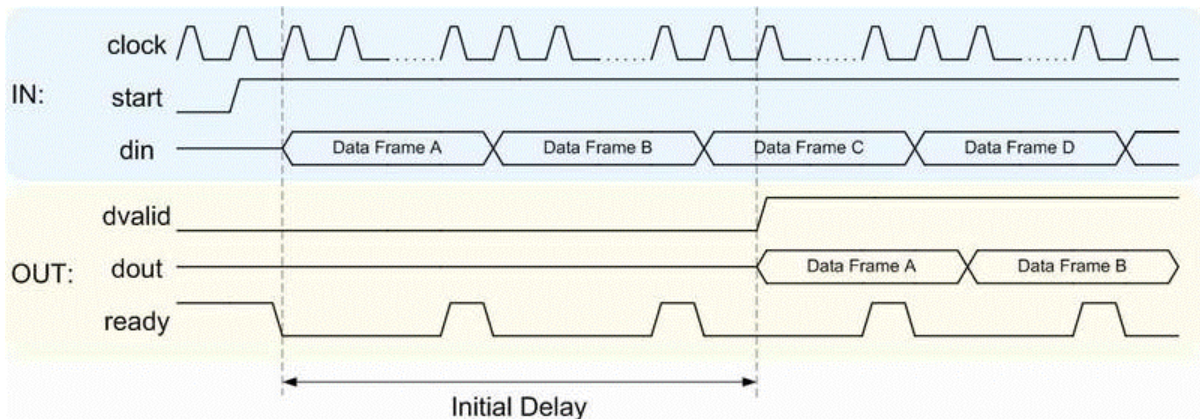
If you select the block option **Display computed intitial delay on mask**, the block icon displays the intial delay. The display represents the delay time as Z^{-n}, where n is the delay time in samples.

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box

The following figure shows the HDL Streaming FFT block dialog box, with all parameters at their default settings.

FFT Length

Default: `1024`

The FFT length must be a power of 2, in the range 2^3 to 2^{16}.

Rounding mode

Default: `Floor`

The HDL Streaming FFT block supports all rounding modes of the DSP System Toolbox FFT block. See also the FFT block reference section in the DSP System Toolbox documentation.

Overflow mode

Default: `Wrap`

The HDL Streaming FFT block supports all overflow modes of the DSP System Toolbox FFT block. See also the FFT block reference section in the DSP System Toolbox documentation.

Sine table

Default: `Same word length as input`

Choose how you specify the word length of the values of the sine table. The fraction length of the sine table values is always equal to the word length minus one.

- When you select `Same word length as input`, the word lengths of the sine table values match the word lengths of the block inputs.
- When you select `Specify word length`, you can enter the word length of the sine table values, in bits, in the **Sine table word length** field. The sine table values do not obey the **Rounding mode** and **Overflow mode** parameters. They always saturate and always round to `Nearest`.

Product output

Default: `Same as input`

Use this parameter to specify how you want to designate the product output word and fraction lengths:

- When you select `Same as input`, these characteristics match the characteristics of the input to the block.
- `Binary point scaling`: Enter the word length and the fraction length of the product output, in bits, in the **Product word length** and **Product fraction length** fields.

Accumulator

Default: `Same as input`

Use this parameter to specify how you want to designate the accumulator word and fraction lengths:

When you select `Same as product output`, these characteristics match the characteristics of the product output.

- When you select `Same as input`, these characteristics match the characteristics of the input to the block.
- `Binary point scaling`: Enter the word length and the fraction length of the accumulator, in bits, in the **Accumulator word length** and **Accumulator fraction length** fields.

Output

Default: `Same as input`

Choose how you specify the output word length and fraction length:

- `Same as input`: these characteristics match the characteristics of the input to the block.
- `Binary point scaling`: lets you enter the word length and fraction length of the output, in bits, in the **Output word length** and **Output fraction length** fields.

7-47

Output in bit-reversed order

Default: Off

- On: The output data stream is in bit-reversed order.
- Off: The output data stream is in natural order.

Display computed intitial delay on mask

Default: Off

- On: The block icon displays the intial delay as Z^{-n}, where n is the delay time in samples.
- Off: The block icon does not display the intial delay.

Note **Sine table**, **Product output**, **Accumulator**, and **Output** do not support:

- Inherit via internal rule
- Slope and bias scaling

Bitwise Operators

Overview of Bitwise Operator Blocks

The Bitwise Operator sublibrary provides commonly used operations on bits and bit fields.

All Bitwise Operator blocks support:

- Scalar and vector inputs
- Fixed-point, integer (signed or unsigned), and Boolean data types
- A maximum word size of 128 bits

Bitwise Operator blocks do not currently support:

- Double, single, or complex data types
- Matrix inputs

To open the Bitwise Operators sublibrary, double-click its icon

in the `hdldemolib` window. Alternatively, you can open the Bitwise Operators sublibrary directly by typing the following command at the MATLAB prompt:

hdldemolib_bitops

The following figure shows the Bitwise Operators sublibrary.
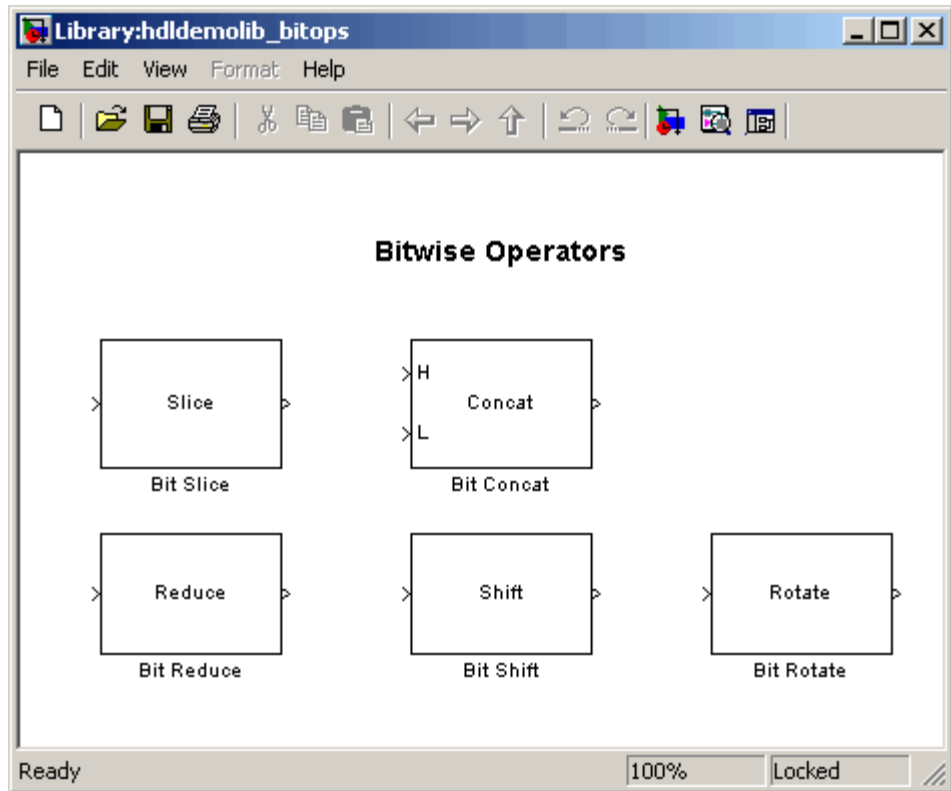
Bit Concat
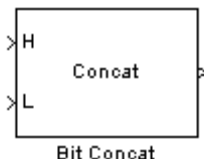
Description

The Bit Concat block concatenates up to 128 input words into a single output. The input port labeled L designates the lowest-order input word; the port labeled H designates the highest-order input word. The right-left ordering of words in the output follows the low-high ordering of input signals.

The operation of the block depends on the number and dimensions of the inputs, as follows:

- Single input: The input can be a scalar or a vector. When the input is a vector, the coder concatenates all individual vector elements together.

- Two inputs: Inputs can be any combination of scalar and vector. When one input is scalar and the other is a vector, the coder performs scalar expansion. Each vector element is concatenated with the scalar, and the output has the same dimension as the vector. When both inputs are vectors, they must have the same size.

- Three or more inputs (up to a maximum of 128 inputs): Inputs must be uniformly scalar or vector. All vector inputs must have the same size.

Data Type Support

- Input: Fixed-point, integer (signed or unsigned), Boolean

- Output: Unsigned fixed-point or integer (Maximum concatenated output word size: 128 bits)

HDL Implementation and Implementation Parameters

Implementation: default

7-51

Implementation Parameters: InputPipeline, OutputPipeline

Parameters and Dialog Box
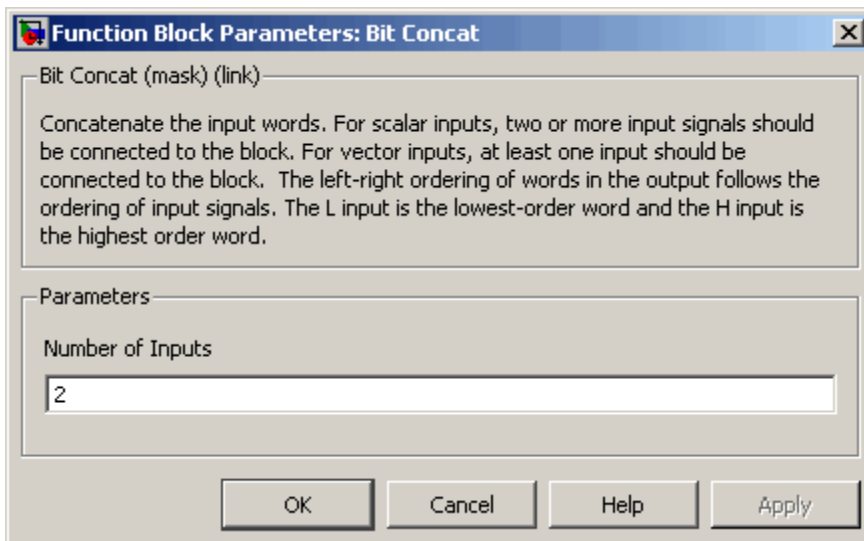
Number of Inputs: Enter an integer specifying the number of input signals. The number of input ports displayed on the block updates when **Number of Inputs** changes.

- Default: 2.
- Minimum: 1
- Maximum: 128

Caution Make sure that the **Number of Inputs** is equal to the number of signals you connect to the block. If unconnected inputs are present on the block, an error will occur at code generation time.

Bit Reduce
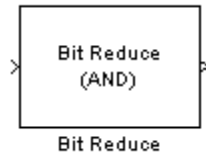
Bit Reduce

Description

The Bit Reduce block performs a selected bit reduction operation (AND, OR, or XOR) on all the bits of the input signal, reducing it to a single-bit result.

Data Type Support

- Input: Fixed-point, integer (signed or unsigned), Boolean

- Output: always ufix1

HDL Implementation and Implementation Parameters

Implementation: default

Implementation Parameters: InputPipeline, OutputPipeline

Parameters and Dialog Box
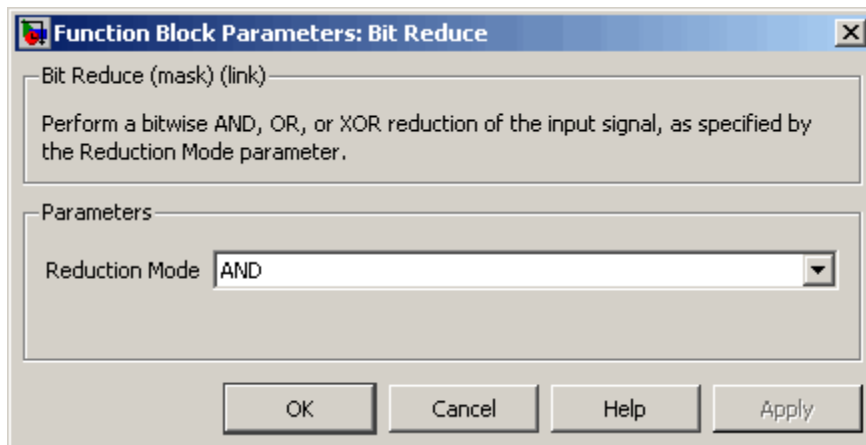
Reduction Mode

Default: AND

Specifies the reduction operation, as follows:

- AND: Perform a bitwise AND reduction of the input signal.
- OR: Perform a bitwise OR reduction of the input signal.
- XOR: Perform a bitwise XOR reduction of the input signal.

Bit Rotate

```
Rotate Left
Length : 0

Bit Rotate
```
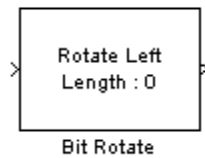
Description

The Bit Rotate block rotates the input signal left or right by a specified number of bit positions.

Data Type Support

- Input: Fixed-point, integer (signed or unsigned), Boolean

  - Minimum word size: 2 bits

  - Maximum word size: 128 bits

- Output: Has the same data type as the input signal

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box
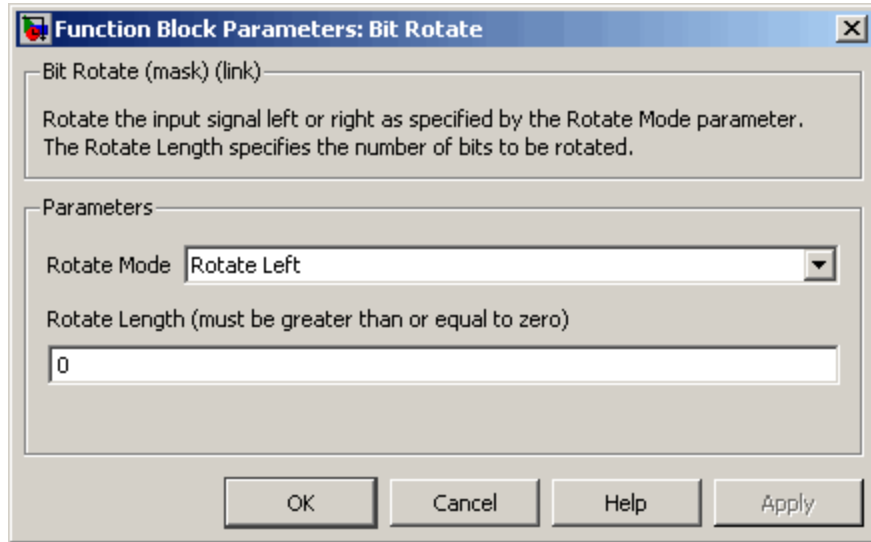
Rotate Mode: Specifies direction of rotation, either left or right.

Default: `Rotate Left`

Rotate Length: Specifies the number of bits to be rotated. **Rotate Length** must be greater than or equal to zero.

Default: `0`

Bit Shift
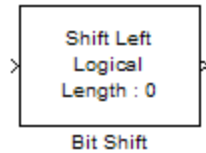
Description

The Bit Shift block performs a logical or arithmetic shift on the input signal.

Data Type Support

- Input: Fixed-point, integer (signed or unsigned), Boolean

  - Minimum word size: 2 bits

  - Maximum word size: 128 bits

- Output: Has the same data type as the input signal

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box
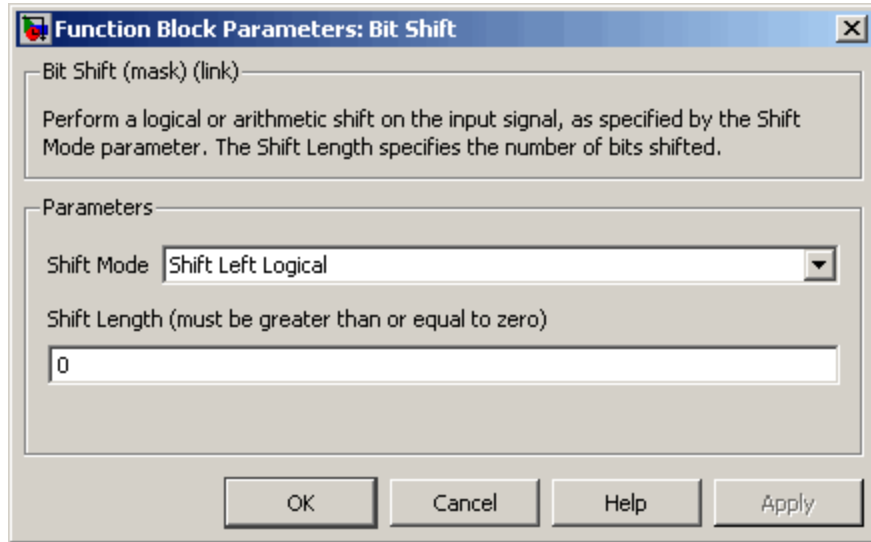
Shift Mode

Default: `Shift Left Logical`

Specifies the type and direction of shift, as follows:

- `Shift Left Logical`
- `Shift Right Logical`
- `Shift Right Arithmetic`

Shift Length

Default: `0`

Specifies the number of bits to be shifted. **Shift Length** must be greater than or equal to zero.

Bit Slice

Description

The Bit Slice block returns a field of consecutive bits from the input signal. The lower and upper boundaries of the bit field are specified by zero-based indices entered in the **LSB Position** and **MSB Position** parameters.

Data Type Support

• Input: Fixed-point, integer (signed or unsigned), Boolean

• Output: unsigned fixed-point or unsigned integer

HDL Implementation and Implementation Parameters

Implementation: `default`

Implementation Parameters: `InputPipeline`, `OutputPipeline`

Parameters and Dialog Box
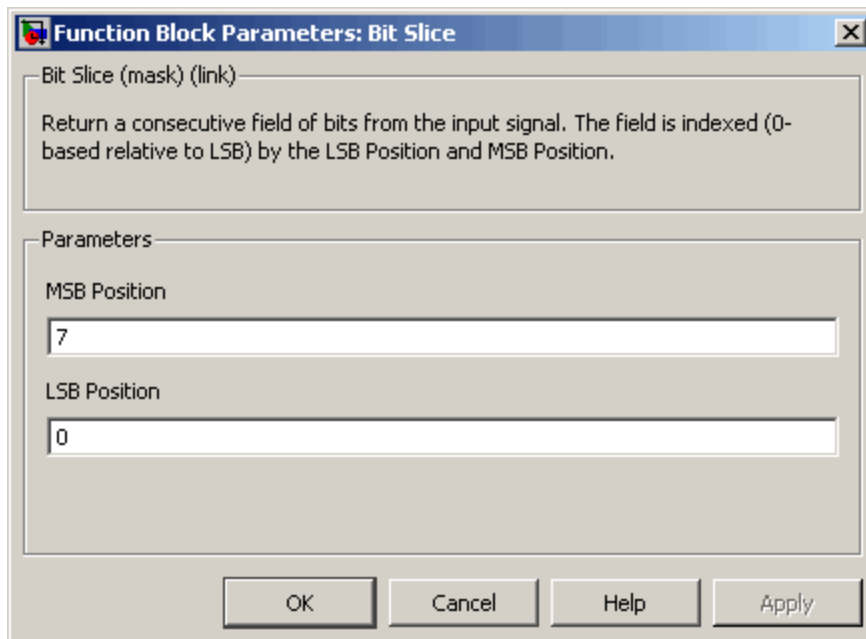
MSB Position

Default: 7

Specifies the bit position (zero-based) of the most significant bit (MSB) of the field to be extracted.

For an input word size WS, **LSB Position** and **MSB Position** should satisfy the following constraints:

```
WS > MSB Position >= LSB Position >= 0;
```

The word length of the output is computed as (MSB Position - LSB Position) + 1.

LSB Position

Default: 0

Specifies the bit position (zero-based) of the least significant bit (LSB) of the field to be extracted.

8

Streaming, Resource Sharing, and Delay Balancing

Streaming

Streaming Overview

By default, the coder generates *fully parallel* implementations for vector computations. For example, the coder realizes a vector sum as a number of adders, executing in parallel during a single clock cycle. This technique can consume a large number of hardware resources.

Streaming is an optimization in which the coder transforms a vector data path to a scalar data path (or to several smaller-sized vector data paths) that executes at a faster rate. The generated code saves chip area by multiplexing the data over a smaller number of hardware resources. In effect, streaming allows some number of computations to share a hardware resource.

By specifying a *streaming factor* for a subsystem, you can control the degree to which such resources are shared within that subsystem. Higher streaming values imply both a higher degree of sharing, and a higher clock rate. Where the ratio of streaming factor (N_{st}) to subsystem data path width (V_{dim}) is 1:1, the coder implements an entirely scalar data path. A streaming factor of 0 (the default) produces a fully parallel implementation (i.e., with no sharing) for vector computations. Depending on the width of the data path, you can also specify streaming factors between these extrema.

If you know the maximal vector dimensions and the sample rate for a subsystem, you can compute the possible streaming factors and resulting sample rates for the subsystem. However, even if the requested streaming factor is mathematically possible, the subsystem must meet all other criteria for streaming. See "Requirements and Limitations for Streaming" on page 8-13 for details.

You apply streaming at the subsystem level. Specify the streaming factor by setting the subsystem HDL parameter `StreamingFactor`. You can set

StreamingFactor in the HDL Properties dialog for a subsystem, as shown in the following figure.
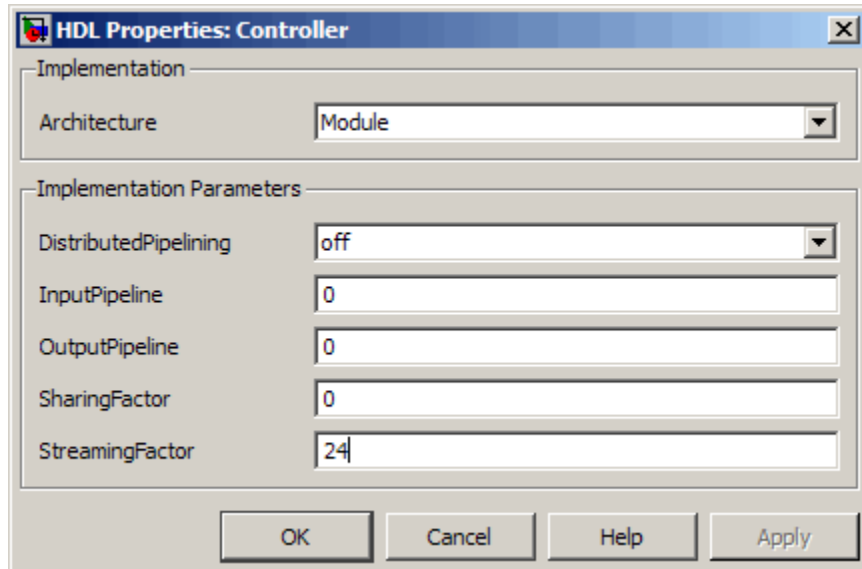
Alternatively, you can set StreamingFactor using the hdlset_param function, as in the following example.

```
hdlset_param('mpd/Controller','StreamingFactor', 24);
```

To implement a requested streaming factor, the coder generates a multirate DUT that is numerically bit-true to the original model. This secondary DUT allows you to model the streaming optimization. The coder also generates HDL code from the secondary DUT. Since the structure of the secondary model is often substantially different from the original model, the coder creates a *validation model* that contains:

• The optimized (streaming implementation) DUT

• The original DU

  If there is any latency between the streaming DUT and the original DUT, the coder inserts a compensating delay at the output of the original DUT.

- The original inputs to the DUT (i.e., test bench), routed to both versions of the DUT

- Logic for comparison and viewing of the DUT outputs

Using the validation model, you can verify that the output of the optimized DUT is bit-true to the results produced by the original DUT.

Streaming Example

This example uses the mpd demo model to illustrate:

- Specification of a streaming factor for a subsystem

- Generation of HDL code and a validation model for the subsystem.

The following figure shows the mpd model. mpd is a single-rate model that drives the Controller subsystem with a vector signal of width 24.
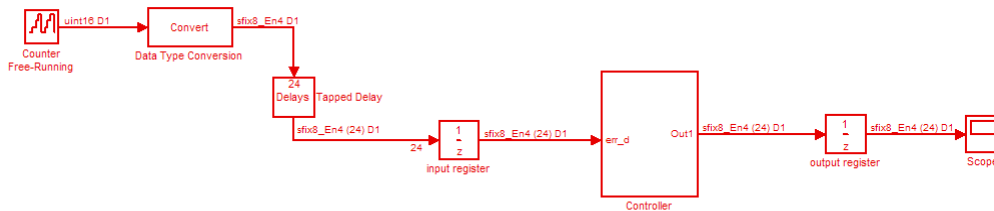
The following figure shows the Controller subsystem, which is the DUT in this example. All data paths in the DUT are 24-element vectors. In simulation, the block performs three vector multiplications and two vector additions per time step. A default (fully parallel) HDL implementation of this subsystem would require 24*3 (=72) multipliers and 24*2 (=48) adders/subtractors.
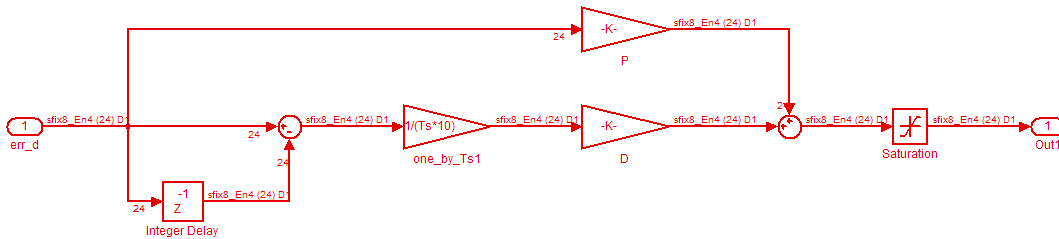
By generating HDL code and an HTML Resource Usage Report, you can determine how many multipliers and adders are generated from this DUT in the default case. To do so, type the following commands:

```
hdlset_param('mpd/Controller','StreamingFactor', 0);
makehdl('mpd/Controller','ResourceReport','on');
```

The following figure shows the Resource Utilization Report for the Controller subsystem. The report shows that the coder generated the expected number of adders/subtractors and multipliers.

If you choose an appropriate `StreamingFactor` for the DUT, you can achieve a drastic reduction in the number of multipliers and adders/subtractors generated. The following commands set `StreamingFactor` to the largest possible value for this subsystem and then generate VHDL code and a Resource Utilization Report.

```
hdlset_param('mpd/Controller','StreamingFactor', 24);
makehdl('mpd/Controller','ResourceReport','on');
```

During code generation, the coder reports latency in the generated model. It also reports the generation of the validation model.

```
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### Some latency changes occurred in the DuT. Each output port experiences these additional delays
### Output port 0: 1 cycles


### Generating new validation model: gm_mpd0_vnl.mdl
### Validation Model Generation Complete.


### Begin VHDL Code Generation
### Working on mpd/Controller/err_d_serializercomp as hdlsrc\err_d_serializercomp.vhd
### Working on mpd/Controller/Saturation_out1_serialcomp as hdlsrc\Saturation_out1_serialcomp.vhd
### Working on mpd/Controller/kconst_serializercomp as hdlsrc\kconst_serializercomp.vhd
### Working on Controller_tc as hdlsrc\Controller_tc.vhd
### Working on mpd/Controller as hdlsrc\Controller.vhd
### Generating package file hdlsrc\Controller_pkg.vhd
### Generating HTML files for code generation report in C:\Work\hdlsrc\html\mpd directory ...


### HDL Code Generation Complete.
```

After code generation completes, you can view the results of the StreamingFactor optimization. Using the Resource Utilization Report, inside the HDL Code Generation Report, you can see that only 3 multipliers and 2 adders were generated for the Controller subsystem.

HDL Code Generation Report

Contents

Generated Source Files

Controller_pkg.vhd

err_d_serializercomp.vhd

Saturation_out1_serialco

kconst_serializercomp.vh

Controller_tc.vhd

Controller.vhd

Resource Utilization Report for mpd

Summary

Multipliers	3
Adders/Subtractors	2
Registers	210

Detailed Report

[Expand all] [Collapse all]

Report for Subsystem: Controller

Multipliers (3)

[-] 8x8-bit Multiply : 2

- P
- D

[-] 32x8-bit Multiply : 1

- one_by_Ts1

Adders/Subtractors (2)

[-] 32x32-bit Adder : 1

- Sum2

[-] 32x32-bit Subtractor : 1

- Sum1

Registers (210)

1-bit Register : 3
[+] 8-bit Register : 207

OK   Help

The coder also produces a Streaming and Sharing report showing:

- The `StreamingFactor` that was specified
- All other usable `StreamingFactor` values for this subsystem
- Latency (delays) that were introduced in the generated model
- A hyperlink to the validation model

```
HDL Code Generation Report                                              _ □ ×
```

Contents

Generated Source Files
Controller_pkg.vhd

err_d_serializercomp.vhd

Saturation_out1_serialcomp

kconst_serializercomp.vhd

Controller_tc.vhd

Controller.vhd

Streaming and Sharing Report for mpd

Subsystem	StreamingFactor	SharingFactor
Controller	24	0

Streaming Report

Subsystem: Controller

StreamingFactor: 24

Streaming successful with factor 24.Other possible factors: [2 3 4 6 8 12 24]

Sharing Report

No subsystem(s) found with SharingFactor > 0

Path Delay Summary

Port	Path Delay
Controller/ce_out	1
Controller/Out1	1

Validation model:	gm_mpd0_vnl

OK   Help

The Validation Model

The following figure shows the validation model generated for the Controller subsystem.
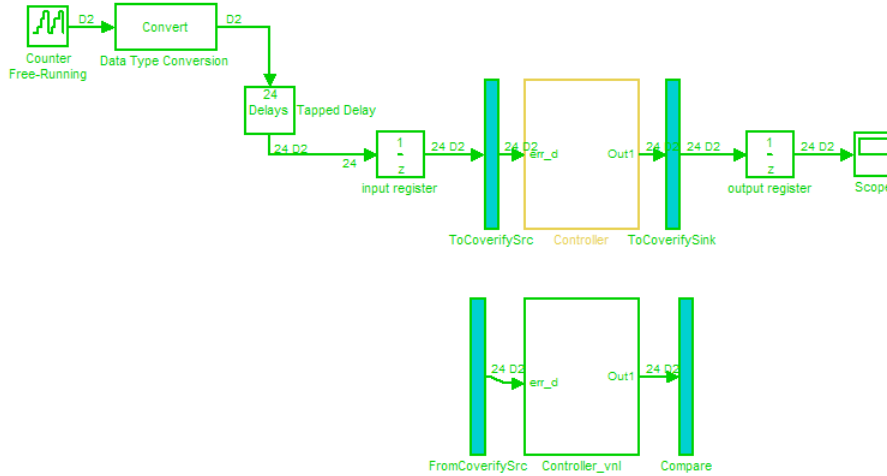
The lower section of the validation model contains a copy of the original DUT (Controller_vhd). This single-rate subsystem runs at its original rate.

The upper section of the validation model contains the streaming version of the DUT (Controller). Internally, this subsystem runs at a different rate than the original DUT.

The following figure shows the interior of the Controller subsystem.
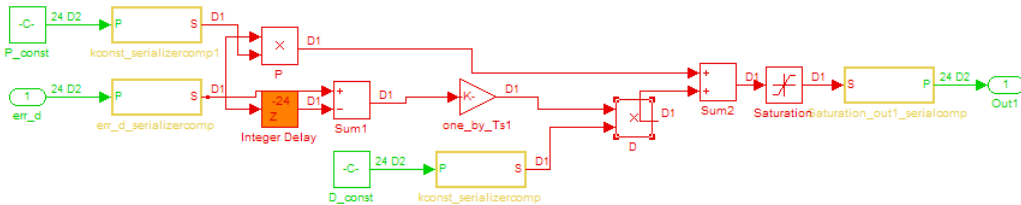
Inspection of the Controller subsystem shows that it is a multi-rate subsystem, having two rates that operate as follows:

- Inputs and outputs run at the same rate as the exterior model.

- Dual-rate Serializer blocks receive vector data at the original rate and output a stream of scalar values at the higher (24x) rate.

- Interior blocks between Serializers and Deserializer run at the higher rate.

- The Deserializer block receives scalar values at the higher rate and buffers values into a 24-element output vector running at the original rate.

The Compare subsystem (see following figure) receives and compares outputs from the Controller and Controller_vnl subsystems. To compensate for the latency of the Controller subsystem (reported during code generation), input from the Controller_vnl subsystem is delayed by one clock cycle. Any discrepancy between the outputs of the two subsystems triggers an assertion.
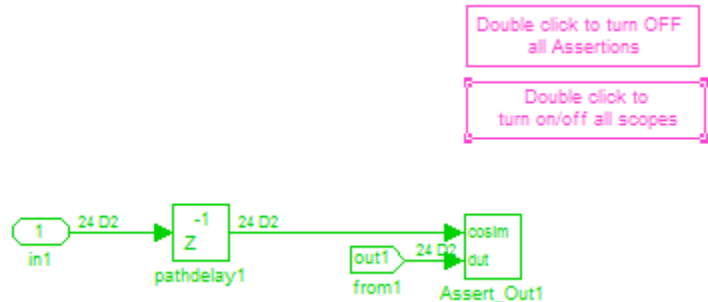
To verify that a generated model with streaming is bit-true to its original counterpart in a validation model:

1 Open the Compare subsystem.

2 Double click the button labeled **Double click to turn off/on all scopes**.

3 Run the model.

4 Observe the **compare:Out1** scope. The error signal display should show a line through zero, indicating that all data comparisons tested for equality.
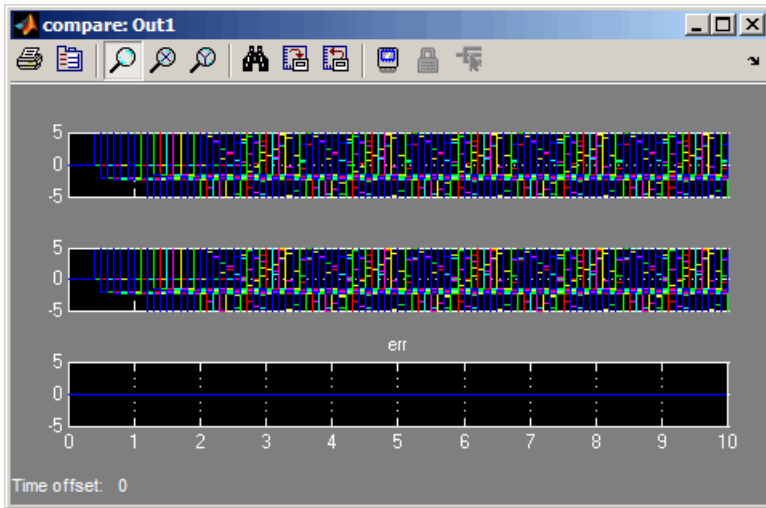
Requirements and Limitations for Streaming

This section describes the criteria for streaming that subsystems must meet.

Blocks That Support Streaming

The coder supports a large number of blocks for streaming. As a best practice, run the checkhdl function before generating streaming code for a subsystem. checkhdl reports any blocks in your subsystem that are incompatible with streaming. If you initiate streaming code generation for a subsystem that contains any incompatible blocks, the streaming request will fail.

Computing Streaming Factors and Resultant Sample Times

In a given subsystem, if N_{st} is the streaming factor, and V_{dim} is the maximum vector dimension, then the data path of the resultant streamed subsystem can be either of the following:

- Of width $V_{stream} = (V_{dim}/N_{st})$
- Scalar

If the original subsystem operated with a sample time S, then the streamed subsystem operates with a sample time of S/N_{st}.

Checks and Requirements for Streaming Subsystems

Before applying streaming, the coder performs a series of checks on the subsystems to be streamed. You can stream a subsystem if it meets all the following criteria:

- The streaming factor N_{st} must be a perfect divisor of the vector width V_{dim}.

- The subsystem must be a single-rate subsystem that contains no rate changes or rate transitions.

  Because of this requirement, do not specify HDL implementations that are inherently multirate for any block within the subsystem. For example, using the Cascade implementation (for the Sum, Product, MinMax, and other blocks) is not allowed within a streamed subsystem.

- All vector data paths in the subsystem must have the same widths.

- The subsystem must not contain any nested subsystems.

- All blocks within the subsystem must support streaming. The coder supports a large number of blocks for streaming.As a best practice, run `checkhdl` before generating streaming code for a subsystem. `checkhdl` reports any blocks in your subsystem that are incompatible with streaming. If you initiate streaming code generation for a subsystem that contains any incompatible blocks, the streaming request will fail.

If the requested streaming factor cannot be implemented, the coder generates nonstreaming code. It is good practice to generate an Optimization Report. The Streaming and Sharing page of the report (see the following figure) provides information about conditions that prevent streaming.

Resource Sharing

Overview

Resource sharing is an optimization in which the coder identifies multiple functionally equivalent resources in the model and shares a single resource among them to perform their operations. By using this technique, you can reduce chip area substantially. For example, the generated code may use only one multiplier to perform the operations of several identically configured multipliers from the original model. The coder achieves this by multiplexing the shared data over the shared resource.

The coder applies sharing at the subsystem level. By specifying a *sharing factor* (a nonzero positive integer) for a subsystem, you define the number of blocks that can share a single resource. Higher sharing values imply both a higher number of blocks, and a higher clock rate.

A sharing factor of 0 (the default) implements the subsystem with no sharing.

You specify the sharing factor by setting the subsystem HDL parameter `SharingFactor`. You can set `SharingFactor` in the HDL Properties dialog box for a subsystem, as shown in the following figure.
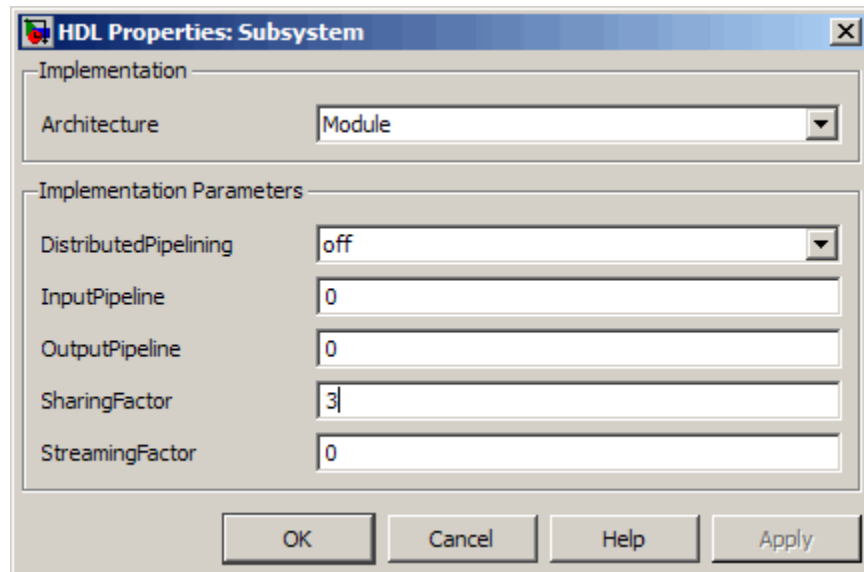
Alternatively, you can set SharingFactor using the hdlset_param function, as in the following example.

```
hdlset_param('mdimcheck/Channel','SharingFactor', 3);
```

Sharable Blocks

Sometimes, a nonzero sharing factor N_{sh} for a subsystem can occur. In such cases, the coder tries to identify and share N_{sh} *functionally identical* instances of the following types of blocks:

- Gain (default implementation only)

- Product

- Atomic subsystem (single-rate only)

Within these block types, a set of blocks is considered to be functionally identical for the purposes of resource sharing as follows:

- *Product blocks*: Must have equivalent input and output data types and rounding and saturation modes.

- *Gain blocks*: Must have equivalent input and output data types and rounding and saturation modes. **Gain** constants must be of the same type but can have different values.

- *Atomic subsystems*: Must have identical mask and block parameters.

- *Gain and Product blocks* are considered functionally identical if they have equivalent input and output data types and rounding/saturation modes. In determining type equivalence, the **Gain** constant is considered the second input of the product.

To determine whether or not your model is compatible with sharing:

1 Run checkhdl before generating code, and eliminate any general compatibility problems.

2 Select **Generate optimization report** in the **Code Generation Report** panel of the **HDL Code Generation** pane of the Configuration Parameters dialog box.

3 Set the sharing factor for the DUT and generate code.

4 Inspect the Optimization Report after code generation completes. The report shows any incompatible blocks or other conditions that can cause a resource sharing request to fail.

5 If the Optimization Report shows any such problems, correct them and repeat the process.

See also "Limitations for Resource Sharing" on page 8-35 .

The Validation Model

In order to implement a requested sharing factor, the coder generates a multirate DUT that is numerically bit-true to the original model. This secondary DUT allows you to model the sharing optimization. The coder also generates HDL code from the secondary DUT. Since the structure of the secondary model is often substantially different from the original model, the coder creates a *validation model* that contains:

- The optimized (sharing implementation) DUT

- The original DU

  If there is any latency between the sharing DUT and the original DUT, the coder inserts compensating delays at the output (and at other points as required) of the original DUT

- The original inputs to the DUT (i.e., test bench), routed to both versions of the DUT

- Logic for comparison and viewing of the DUT outputs

Using the validation model, you can verify that the output of the optimized DUT is bit-true to the results produced by the original DUT.

Mutually Parallel vs. Data-Dependent Resource Sharing

Let S be a set of functionally equivalent resources that the coder has identified as candidates for sharing. The coder defines two types of sharing, based on the topological relationships between the resources in S. These types of sharing are:

- *Mutually parallel*: If there exists no connecting path between any two resources in S, the resources are in a mutually parallel relationship. For example, the Product blocks in the next figure are mutually parallel.
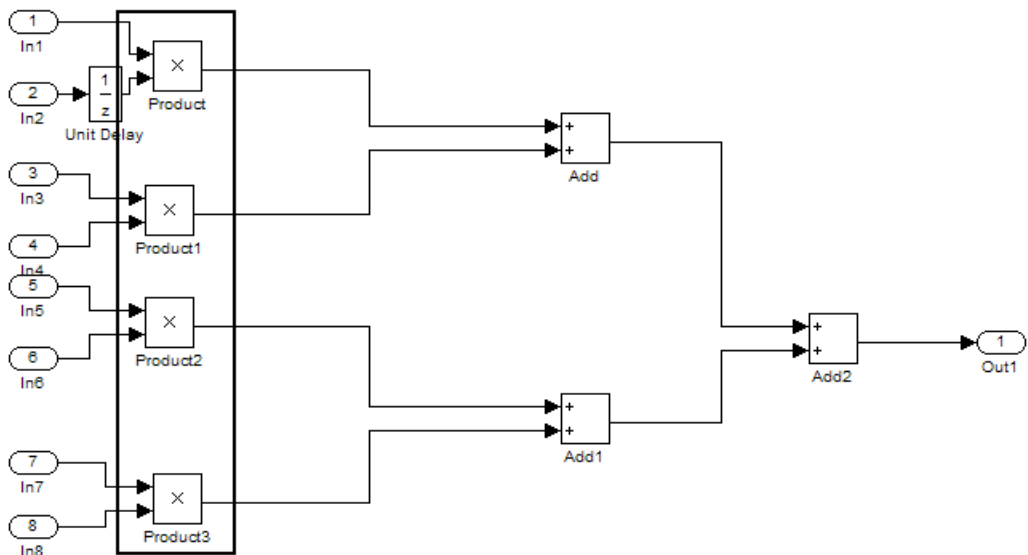
Mutually parallel resource sharing reduces to a case of streaming, as illustrated in the next section, "Mutually Parallel Sharing Example" on page 8-21,

- *Data-dependent*: If there exists at least one pair of blocks in S that have a connecting path, the resources are in a data-dependent relationship. In the following figure, there is a data dependency between the Gain1 and Gain2 blocks.
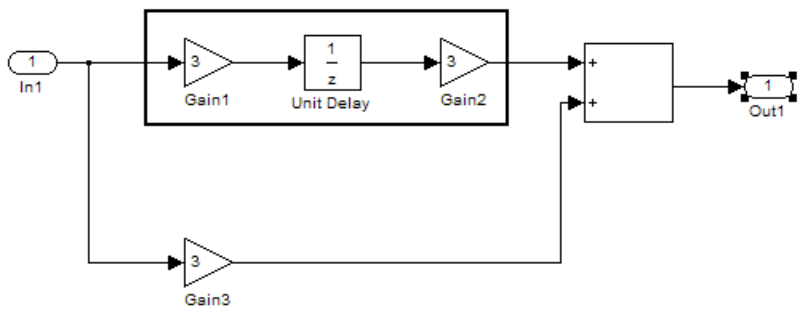
Depending on the type of sharing, the coder restructures the model for code generation in different ways. The coder gives priority to mutually parallel sharing. That is, for a requested sharing factor N_{sh}, the coder first tries to identify a set of N_{sh} blocks that meet all criteria for mutually parallel sharing. If no such blocks are found, the coder then looks for N_{sh} blocks that meet all criteria for data dependent sharing.

The next sections give examples that illustrate how the coder handles each of these cases.

Mutually Parallel Sharing Example

This example examines the results of mutually parallel resource sharing for a set of multipliers.

The following model contains a Channel subsystem, which functions as the DUT. The DUT multiplies four pairs of inputs and then adds their products. The four Product blocks in the DUT are in a mutually parallel relationship.
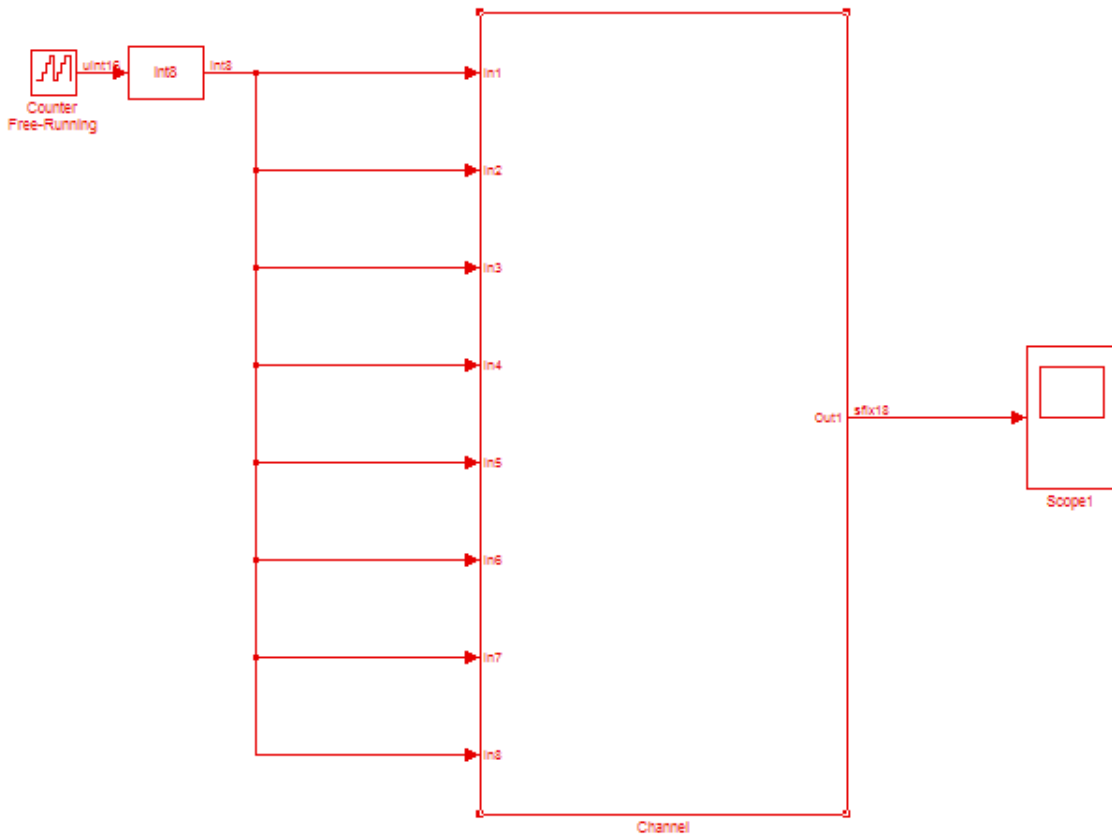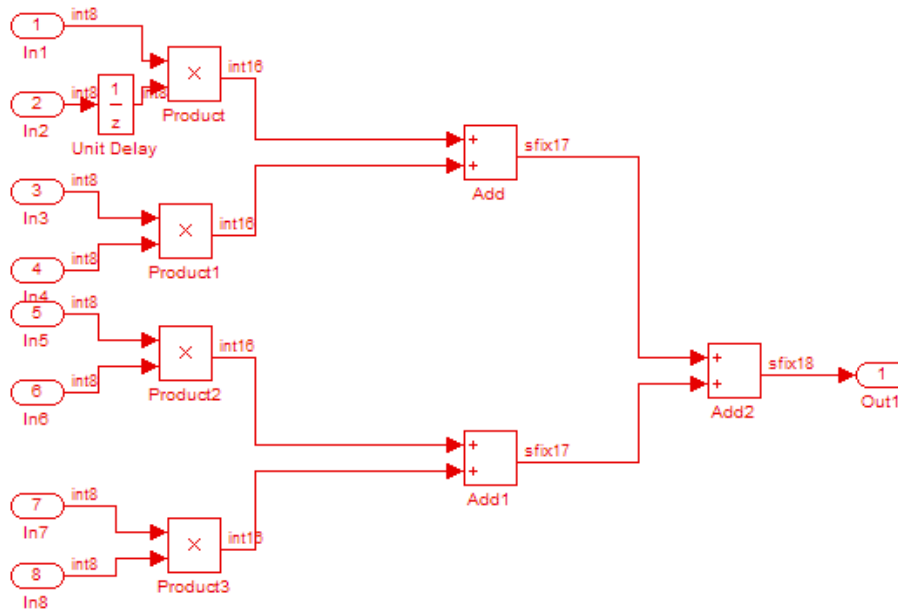
Use the following commands to set `SharingFactor` to 4 for the subsystem. Then, generate VHDL code and a validation model for the DUT. Also generate resource and optimizations reports.

```
hdlset_param('ex_dimcheck/Channel','SharingFactor',4);
makehdl('ex_dimcheck/Channel', 'ResourceReport','on', 'OptimizationReport','on');
```

During code generation, the coder reports that the generated code requires a clock rate increase by a factor of 4. It also reports a 1-cycle latency in the generated model.

```
### Generating HDL for 'ex_dimcheck/Channel'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.


### Some latency changes occurred in the DuT. Each output port experiences these additional delays
```

```
### Output port 0: 1 cycles



### Generating new validation model: gm_ex_dimcheck1_vnl.mdl
### Validation Model Generation Complete.



### Begin VHDL Code Generation
### MESSAGE: The design requires 4 times faster clock with respect to the base rate = 0.2.
### Working on ex_dimcheck/Channel/mux1_serializer as hdlsrc\mux1_serializer.vhd
### Working on ex_dimcheck/Channel/Product10_deserializer as hdlsrc\Product10_deserializer.vhd
### Working on Channel_tc as hdlsrc\Channel_tc.vhd
### Working on ex_dimcheck/Channel as hdlsrc\Channel.vhd
### Generating package file hdlsrc\Channel_pkg.vhd
### Generating HTML files for code generation report in H:\hdlsrc\html\ex_dimcheck directory ...


### HDL Code Generation Complete.
```
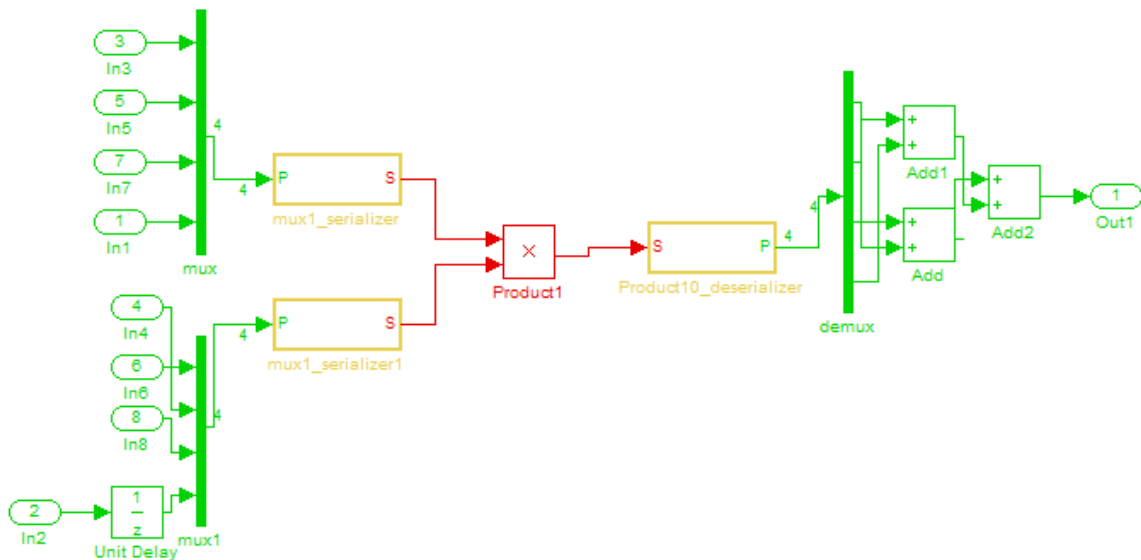
The following figure shows the interior of the DUT for the validation model.

The DUT in the validation model is multirate. It uses two Mux blocks to combine the original eight inputs into two 4-element vector signals. At this point, the coder implements the vector multiplication by streaming. The vectors are serialized and streamed to the inputs of a single Product block. The streamed Product outputs are then converted back to scalars by a Demux block before the final addition.

Given the sample time S of the original DUT and the SharingFactor N_{sh}, the shared resource (in this example the Product block) operates with a sample time of S/N_{sh}.

The coder implements such mutually parallel sharing requests by streaming. In this case, four multipliers have been reduced to one. The Resource Utilization Report (shown in the next figure) confirms the area savings.

Data Dependent Sharing Example

This example examines the results of resource sharing for a subsystem in which a data dependency exists.

The next figure below shows mrsbasic.mdl and its Channel subsystem, which functions as the DUT. In the DUT, there is a data dependency between the Gain1 and Gain2 blocks.
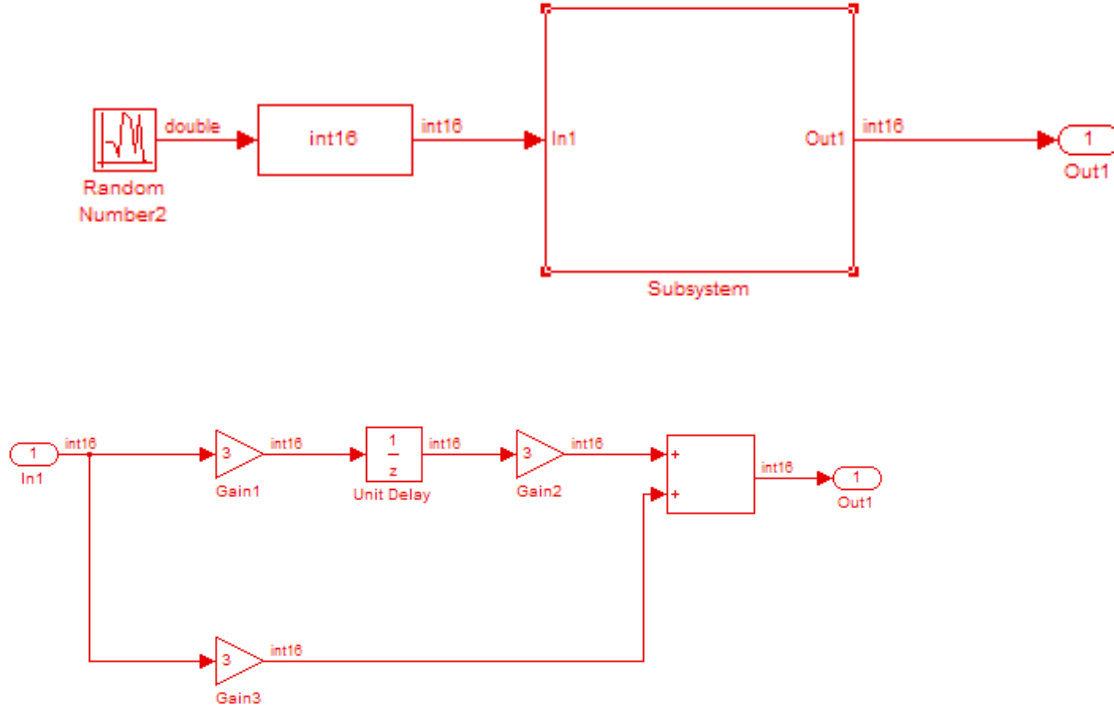
Use the following commands to set `SharingFactor` to 3 for the subsystem. Then, generate VHDL code and a validation model for the DUT. Also generate resource and optimizations reports.

```
hdlset_param('mrsbasic/Subsystem','SharingFactor',3);
makehdl('mrsbasic/Subsystem','ResourceReport','on', 'OptimizationReport','on')
```

During code generation, the coder reports that the generated code requires a clock rate increase by a factor of 3. It also reports a 2-cycle latency in the generated model.

```
### Generating HDL for 'mrsbasic/Subsystem'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### Some latency changes occurred in the DuT. Each output port experiences these additional delays
### Output port 0: 2 cycles


### Generating new validation model: gm_mrsbasic0_vnl.mdl
### Validation Model Generation Complete.


### Begin VHDL Code Generation
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 0.1.
### Working on shareSS as hdlsrc\shareSS.vhd
### Working on Subsystem_tc as hdlsrc\Subsystem_tc.vhd
### Working on mrsbasic/Subsystem as hdlsrc\Subsystem.vhd
### Generating package file hdlsrc\Subsystem_pkg.vhd
### Generating HTML files for code generation report in C:\Work\hdlsrc\html\mrsbasic directory ...

### HDL Code Generation Complete.
```

The Resource Utilization Report shows that the generated code requires one multiplier. Because this multiplier performs the operations of the three original multipliers, it runs three times faster than the original model's base rate.

The following figure shows the multirate DUT in the validation model. For a DUT with data dependencies, the coder extracts the shared resources to a separate subsystem, `sharedSS`.
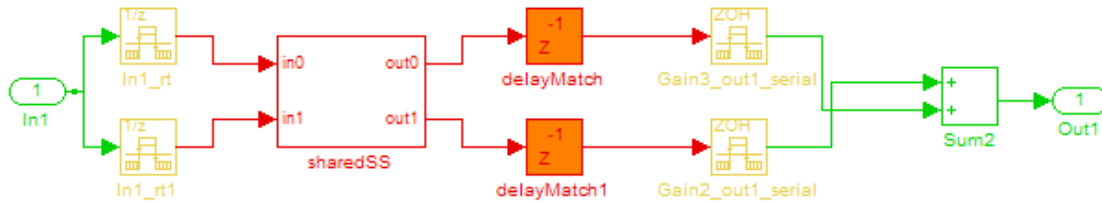
The following figure shows the interior of `sharedSS`. This subsystem contains the shared Gain block (Gain3) and runs at three times the base rate of the original model.
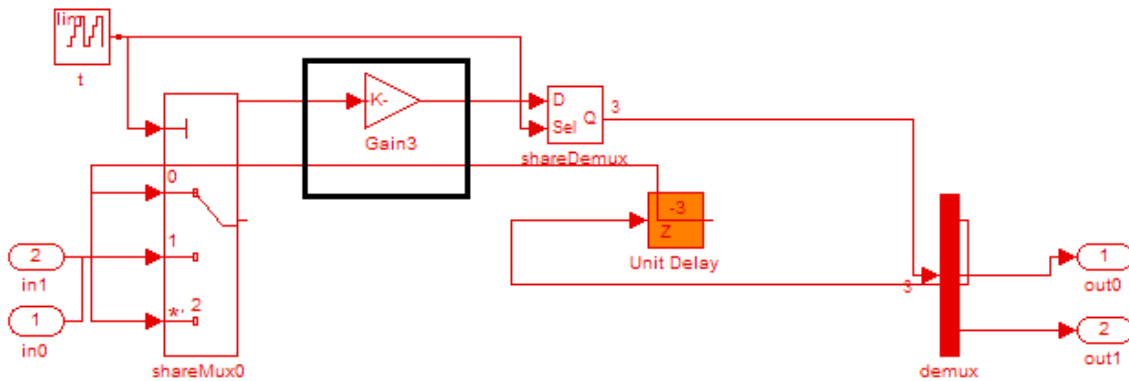
Resource Sharing with Atomic Subsystems

This example illustrates a typical two channel audio filtering application, and shows how you can achieve a more efficient implementation by sharing atomic subsystems.

The model in the following figure processes the left and right audio input signals through the `Audio filter` subsystem (the DUT).
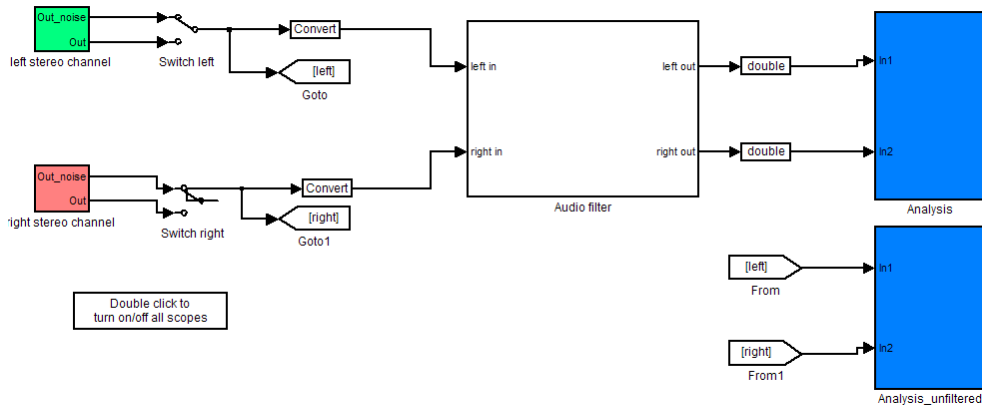
Inside the DUT (see the following figure), identical copies of a filter subsystem process the signals. These subsystems are in a mutually parallel relationship.
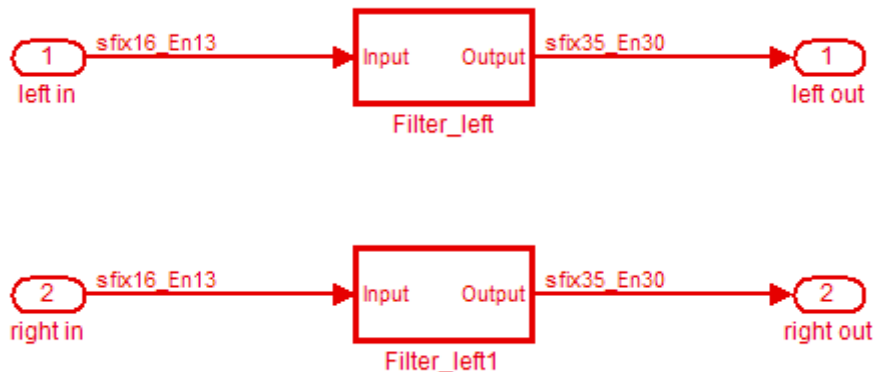
The **Treat as atomic unit** subsystem parameter is selected for each filter system.

If code is generated for the DUT with a sharing factor of 0 (the default), the coder detects the presence of two identical subsystems and reports them on the Resource Utilization Report (see following figure). This report indicates an opportunity to save resources by sharing the subsystems.
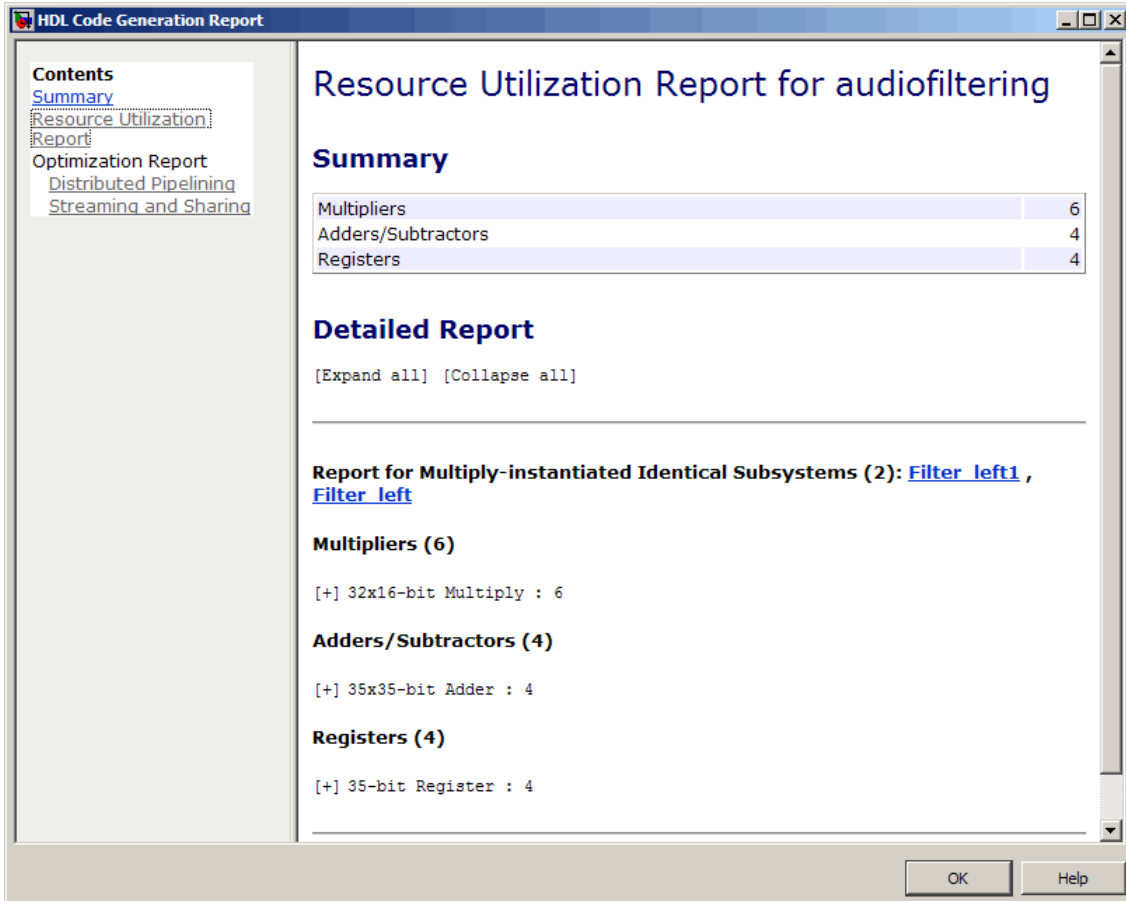
The following commands set a sharing factor of 2 for the DUT, and generate VHDL code, a validation model, and resource and optimization reports.

```
hdlset_param('audiofiltering/Audio filter','SharingFactor',2)
makehdl('audiofiltering/Audio filter','ResourceReport','on', 'OptimizationReport','on')
```

As code generation proceeds, the coder reports a 1-cycle latency change in the DUT. It also reports that the clock speed required for the generated code is twice the original clock rate.

```
### Generating HDL for 'audiofiltering/Audio filter'
```

```
### Starting HDL Check.
### HDL Check Complete with O errors, O warnings and O messages.

### Some latency changes occurred in the DuT. Each output port experiences these additional delays
### Output port O: 1 cycles
### Output port 1: 1 cycles


### Generating new validation model: gm_audiofiltering4_vnl.mdl
### Validation Model Generation Complete.


### Begin VHDL Code Generation
### MESSAGE: The design requires 2 times faster clock with respect to the base rate = 0.0001.
...
```

The Resource Utilization Report shows that the validation model requires 3 multipliers and 2 adders/subtractors. The use of these resources is reduced by a factor of N_{sh} relative to the original model.

Because the filters in the original DUT were mutually parallel, the DUT in the validation model (see the following figure) is a multi-rate, streaming

implementation of the original DUT. It uses two Mux blocks to combine the inputs into a 2-element vector signal. The vector signal is serialized and streamed to the inputs of a single Subsystem block. The streamed Subsystem output is then converted back to scalars before the final outputs.
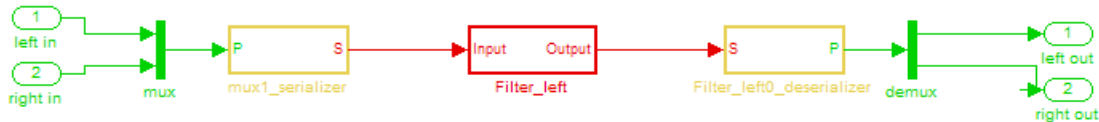
The interior of the generated DUT (not shown) is identical to the original filter_left subsystem, except for the insertion of 2 cycles of delay.

Resource Sharing Information in Reports

If you generate a code generation report, the report includes the following information (for each subsystem that implements sharing):

• Success or failure: If the report notes failure, it identifies which criterion was violated. If the report notes success, then it provides a list of resource usage changes caused by sharing.

• Recommendations on other SharingFactor values that you could try for the subsystem

• Latency changes

Limitations for Resource Sharing

The following limitations apply to resource sharing:

• You can share blocks within a feedback loop, provided that every such block has at least one delay (Unit Delay or Integer Delay) on every one of its output ports.

To construct a sharable feedback loop, connect a Unit Delay or Integer Delay to the output of all Gain and Product blocks within the loop.

• The following limitations apply to atomic subsystems:

- Atomic subsystems used in mutually parallel sharing can contain only the following state elements:

    · Unit Delay

    · Integer Delay

- The set of blocks selected for data-dependent sharing must be single-rate. Also, this set of blocks must not contain any subsystem that is not a sharing candidate.

Delay Balancing

The coder supports several optimizations, block implementations, and options that introduce discrete delays into the model, with the goal of more efficient hardware usage or achieving higher clock rates. Examples include:

- *Optimizations*: Optimizations such as output pipelining, streaming, or resource sharing can introduce delays.

- *Cascading*: Some blocks support cascade implementations, which introduce a cycle of delay in the generated code.

- *Block implementations:* Some block implementations inherently introduce delays in the generated code. "Delay Balancing Example" on page 8-38 discusses one such implementation.

A common problem is that optimizations can introduce delays along the critical path in a model, but equivalent delays are not introduced on other, parallel signal paths. This situation can introduce differences in numerics between the original model and the generated model and HDL code. Manual insertion of compensating delays along the other paths is possible, but is error prone and does not scale well to very large models with many signal paths or multiple sample rates.

To help you solve this problem, the coder supports *delay balancing*. When you enable delay balancing, if the coder detects introduction of new delays along one path, it ensures that matching delays are inserted on all other paths. When delay balancing is enabled, the coder guarantees that the generated model is functionally equivalent to the original model.

Properties Supporting Delay Balancing

The following `makehdl` properties support delay balancing:

- `BalanceDelays`: To enable delay balancing, set `BalanceDelays` to `'on'`.

- `GenerateValidationModel`: Set `GenerateValidationModel` to `'on'` to view a *validation model* that highlights generated delays and other differences between your original model and the generated model. A validation model is particularly useful or for observing the effect of delay balancing. The validation model contains:

- The delay balanced DUT

- The original DU

- The original inputs to the DUT (i.e., test bench), routed to both versions of the DUT

- Logic for comparison and viewing of the DUT outputs

Using the validation model, you can verify that the output of the optimized DUT is bit-true to the results produced by the original DUT.

The following command enables both delay balancing and generation of a validation model.

```
makehdl('uc_rsqrt/Subsystem','BalanceDelays','on','GenerateValidationModel','on')
```

Delay Balancing Example

This example shows a simple case where the VHDL implementation of a block introduces delays that cause a numerical mismatch between the original DUT and the generated model and HDL code. The example then demonstrates how to use delay balancing to correct the mismatch.

The following figure shows the DUT for the uc_rsqrt model. The DUT is a simple multirate subsystem that includes a Reciprocal Square Root block (Sqrt). A Rate Transition block downsamples the output signal to a lower sample rate.
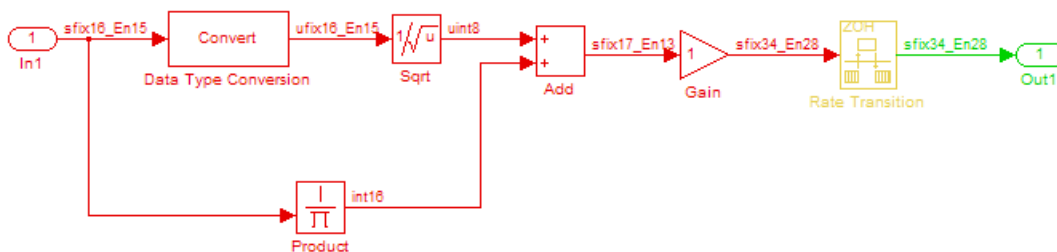
After generating HDL code, examination of the generated model shows that the coder has implemented the Sqrt block as a subsystem, as shown in the following figure.

The following figure shows that the generated Sqrt subsystem introduces a total of 5 cycles of delay. (This behavior is inherent to the Reciprocal Square Root block implementation.) These delays map to registers in the generated HDL code.
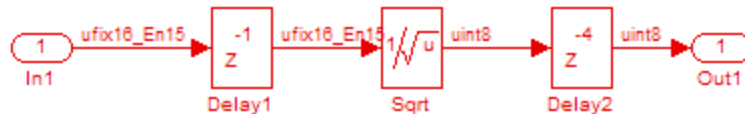
The scope in the following figure shows the results of a comparison run between the original and generated models. The scope displays the following signals, in descending order:

- The outputs from the original model

- The outputs from the generated model

- The difference between the two

The difference is nonzero, indicating a numerical mismatch between the original and generated models.
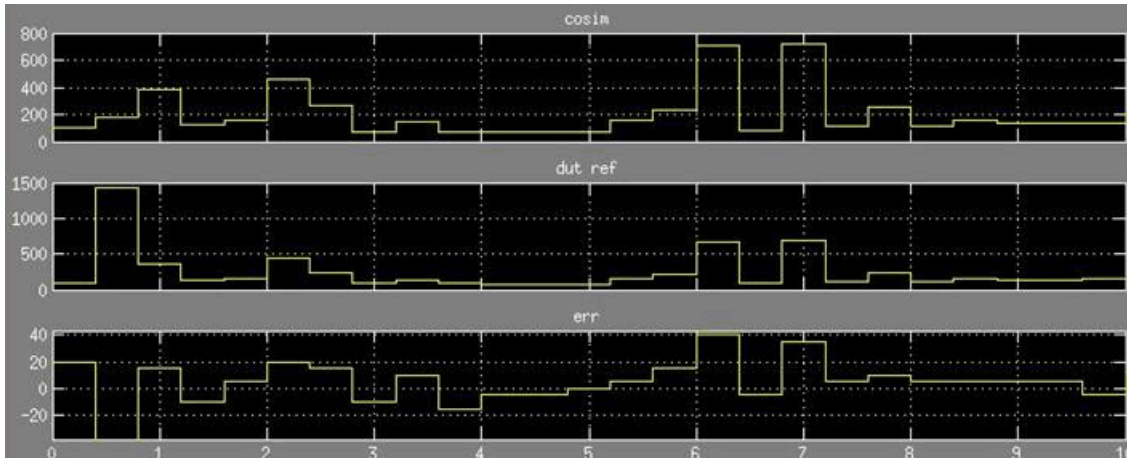
Two factors cause this discrepancy:

- The input signal branches into two parallel paths (to the Sqrt and product blocks) but only the branch to the Sqrt block introduces delays.

- The downsampling caused by the rate transition drops samples.

Both of these problems could be solved by manually inserting delays at appropriate points in the generated model. However, using the coder's delay balancing capability produces more consistent and reliable results.

The following command generates HDL code with delay balancing, and also generates a validation model.

```
makehdl('uc_rsqrt/Subsystem','BalanceDelays','on','GenerateValidationModel','on')
```
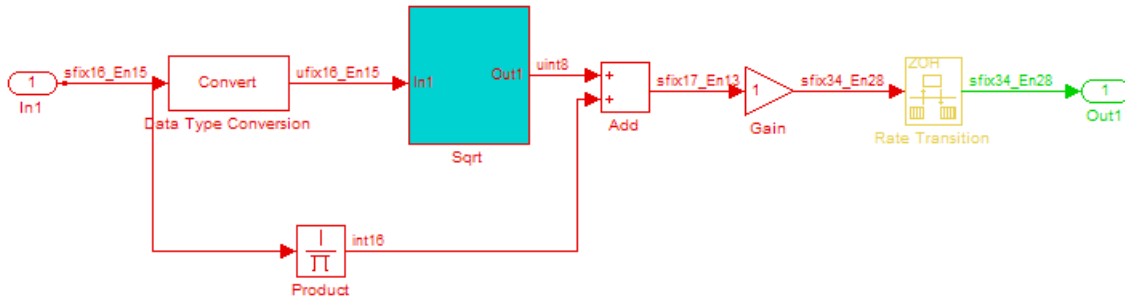
The following figure shows the validation model. The lower subsystem is identical to the original DUT. The upper subsystem represents the HDL implementation of the DUT.
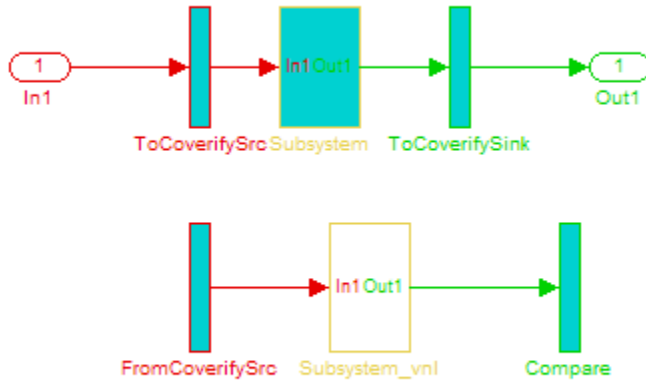
The upper subsystem (shown in the following figure) represents the HDL implementation of the DUT. To balance the 5-cycle delay produced by the Sqrt subsystem, the coder has inserted a 5-cycle delay on the parallel data path. The coder has also inserted a cycle of delay before the Rate Transition to offset the effect of downsampling.
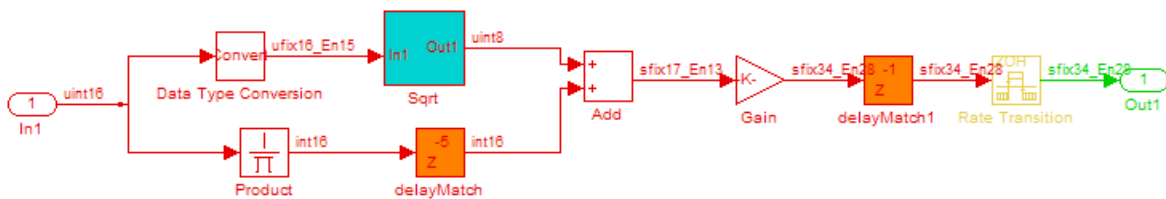
Unsupported Blocks and Block Implementations

The following blocks do not support delay balancing:

• Assertion

- Biquad Filter
- CIC Decimation
- CIC Interpolation
- Cosimulation
- Counter Free-Running
- Data Type Duplicate
- Decrement To Zero
- Digital Filter
- DiscreteFir
- EnablePort
- FIR Decimation
- FIR Interpolation
- FrameConversion
- From
- Ground
- HDL Counter
- HDL FFT
- LMS Filter
- Model Reference
- NCO
- Sine Wave
- To VCD File
- TriggerPort
- Unit Delay Resettable
- Unit Delay Enabled Resettable

The following block implementations do not currently support delay balancing:

- hdldefaults.AlteraDSPBuilderBlackBox
- hdldefaults.ConstantSpecialHDLEmission
- hdldefaults.DiscreteTimeIntegrator
- hdldefaults.NoHDL
- hdldefaults.SubsystemBlackBoxHDLInstantiation
- hdldefaults.XilinxBlackBoxHDLInstantiation

9

Generating Bit-True Cycle-Accurate Models

Overview of Generated Models

In some circumstances, significant differences in behavior can arise between a Simulink model and the HDL code generated from that model. Such differences fall into two categories:

- *Numerics*: differences in intermediate and/or final computations. For example, a selected block implementation may restructure arithmetic operations to optimize for speed (see "Example: Numeric Differences" on page 9-4). Where such numeric differences exist, the HDL code is no longer *bit-true* to the model.

- *Latency*: insertion of delays of one or more clock cycles at certain points in the HDL code. Some block implementations that optimize for area can introduce these delays. Where such latency exists, the timing of the HDL code is no longer *cycle-accurate* with respect to the model.

To help you evaluate such cases, the coder creates a *generated model* that is bit-true and cycle-accurate with respect to the generated HDL code. The generated model lets you

- Run simulations that accurately reflect the behavior of the generated HDL code.

- Create test benches based on the generated model, rather than the original model.

- Visually detect (by color highlighting of affected subsystems) all differences between the original and generated models.

The coder always creates a generated model as part of the code generation process, and always generates test benches based on the generated model, rather than the original model. In cases where no latency or numeric differences occur, you can disregard the generated model except when generating test benches.

The coder also provides options that let you

- Suppress display of the generated model.

- Create and display only the generated model, with code generation suppressed.

- Specify the color highlighting of differences between the original and generated models.

- Specify a name or prefix for the generated model.

"Defaults and Options for Generated Models" on page 9-10 describes these options.

Example: Numeric Differences

This example first selects a speed-optimized Sum block implementation for simple model that computes a vector sum. It then examines a generated model and locates the numeric changes introduced by the optimization.

The model, simplevectorsum_tree, consists of a subsystem, vsum, driven by a vector input of width 10, with a scalar output. The following figure shows the root level of the model.
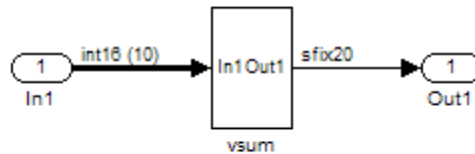
The device under test is the vsum subsystem, shown in the following figure. The subsystem contains a Sum block, configured for vector summation.
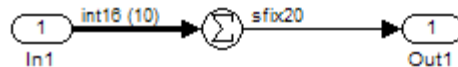
The model is configured to use the Tree implementation when generating HDL code for the Sum block within the vsum subsystem. This implementation, optimized for minimal latency, generates a tree-shaped structure of adders for the Sum block.

To select a nondefault implementation for an individual block:

1 Right-click the block and select **HDL Code Generation > HDL Block Properties** .

2 In the HDL Properties dialog box, select the desired implementation from the **Architecture** menu.

3 Click **Apply** and close the dialog box.

After code generation, the coder displays the generated model, `gm_simplevectorsum_tree`.
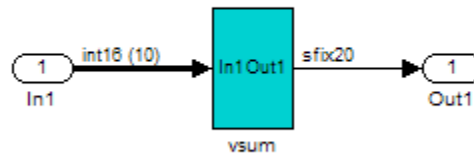
At the root level, this model appears identical to the original model, except that the vsum subsystem has been highlighted in cyan. This highlighting indicates that the subsystem differs in some respect from the vsum subsystem of the original model.

The following figure shows the vsum subsystem in the generated model. Observe that the Sum block is now implemented as a subsystem, which is also highlighted.
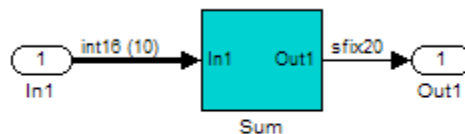
The following figure shows the internal structure of the Sum subsystem.
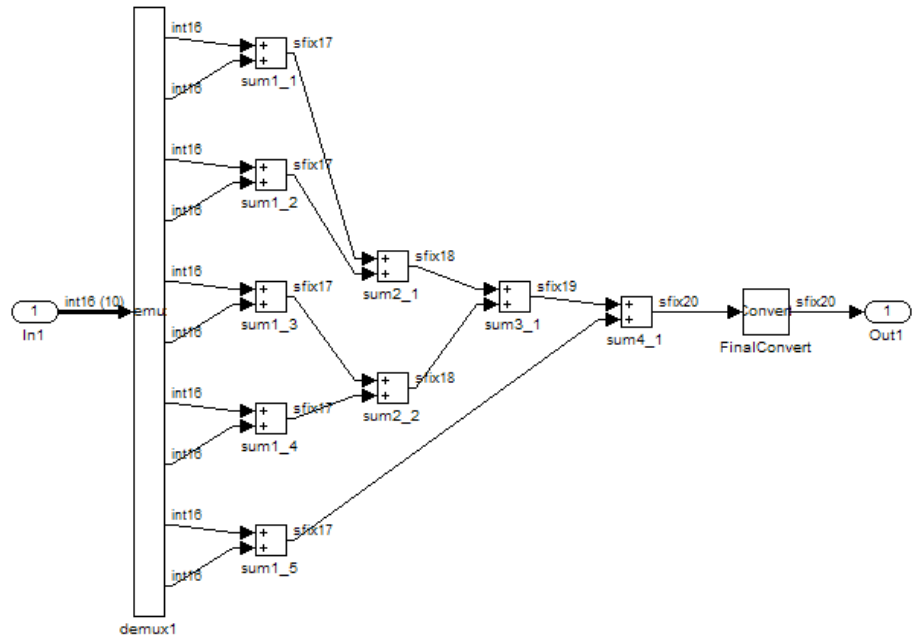
The generated model implements the vector sum as a tree of adders (Sum blocks). The vector input signal is demultiplexed and connected, as five pairs of operands, to the five leftmost adders. The widths of the adder outputs increase from left to right, as required to avoid overflow in computing intermediate results.

Example: Latency

This example uses the `simplevectorsum_cascade` model. This model is identical to the model in the previous example ("Example: Numeric Differences" on page 9-4), except that it uses a cascaded implementation for the Sum block. This implementation introduces both latency and numeric differences.

The following figure shows the HDL Properties dialog box for a Sum block, with the `Cascade` implementation selected. This implementation generates a cascade of adders for the Sum block.
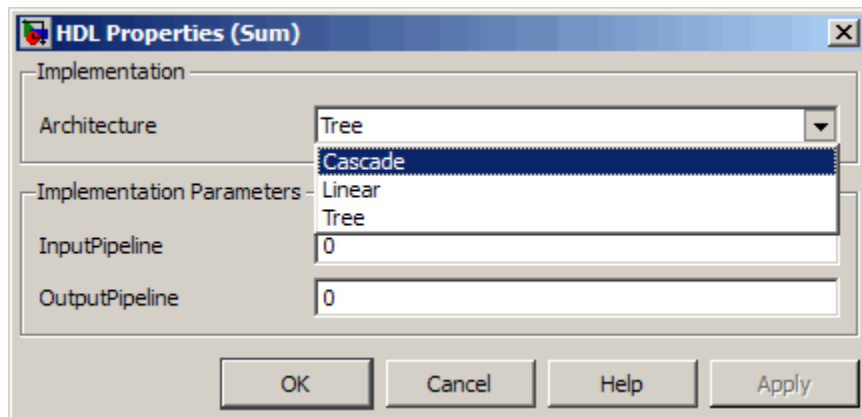
In the generated code, partial sums are computed by adders arranged in a cascade structure. Each adder computes a partial sum by demultiplexing and adding several inputs in succession. These computation take several clock cycles. On each cycle, an addition is performed; the result is then added to the next input.

To complete all computations within one sample period, the system master clock runs faster than the nominal sample rate of the system. A latency of one clock cycle (in the case of this model) is required to transmit the final result to the output. The inputs cannot change until all computations have been performed and the final result is presented at the output.

The generated HDL code runs at two effective rates: a faster rate for internal computations, and a slower rate for input/output. A special timing controller

entity (`vsum_tc`) generates these rates from a single master clock using counters and multiple clock enables. The `vsum_tc` entity definition is written to a separate code file.

The generated model, `gm_simplevectorsum_cascade`, is displayed after code generation. This model is shown in the following figure.
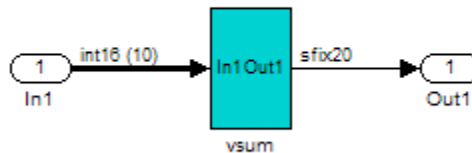
As in the previous (`gm_simplevectorsum`) example, the `vsum` subsystem is highlighted in cyan. This highlighting indicates that the subsystem differs in some respect from the `vsum` subsystem of the original model.

The following block diagram shows the `vsum` subsystem in the generated model. The subsystem has been restructured to reflect the structure of the generated HDL code; inputs are grouped and routed to three adders for partial sum computations.

A Unit Delay (highlighted in cyan) has been inserted before the final output. This block delays, (in this case for one sample period), the appearance of the final sum at the output. The delay reflects the latency of the generated HDL code.
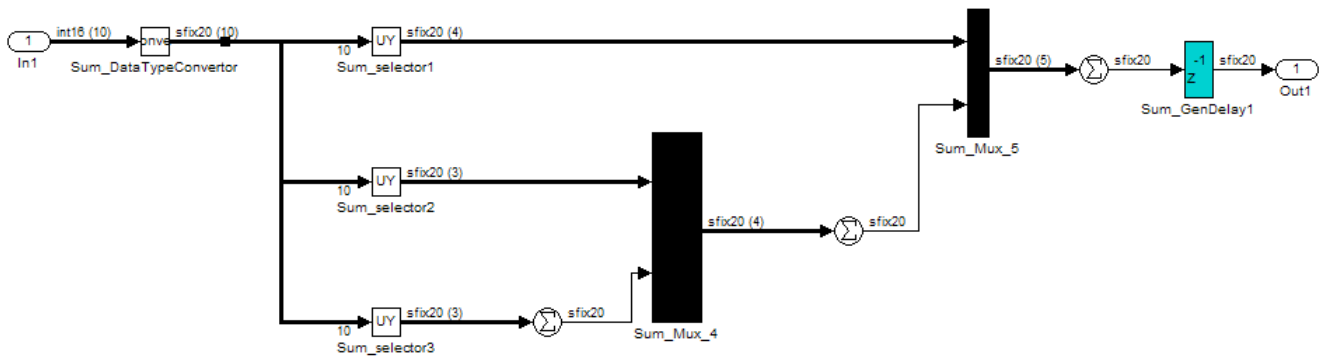
Note The HDL code generated from the example model used in this section is bit-true to the original model.

However, in some cases, cascaded block implementations can produce numeric differences between the original model and the generated HDL code, in addition to the introduction of latency. Numeric differences can arise from saturation and rounding operations.

Defaults and Options for Generated Models

In this section...
"Defaults for Model Generation" on page 9-10
"GUI Options" on page 9-11
"Generated Model Properties for makehdl" on page 9-13

Defaults for Model Generation

This section summarizes the defaults used by the coder when building generated modelst.

Model Generation

The coder always creates a generated model as part of the code generation process. The generated model is built in memory, before actual generation of HDL code. The HDL code and the generated model are bit-true and cycle-accurate with respect to one another.

Note The in-memory generated model is not written to a model file unless you explicitly save it.

Naming of Generated Models

The naming convention for generated models is

    prefix_modelname

where the default prefix is gm_, and the default modelname is the name of the original model.

If code is generated more than once from the same original model, and previously generated model(s) exist in memory, an integer is suffixed to the name of each successively generated model. The suffix ensures that each generated model has a unique name. For example, if the original model is named test, generated models will be named gm_test, gm_test0, gm_test1, etc.

> **Note** Take care, when regenerating code from your models, to select the original model for code generation, not a previously generated model. Generating code from a generated model might introduce unintended delays or numeric differences that make the model operate incorrectly.

Block Highlighting

By default, blocks in a generated model that differ from the original model, and their ancestor (parent) blocks in the model hierarchy, are highlighted in the default color, cyan. You can quickly see whether any differences have been introduced, by examining the root level of the generated model.

If there are no differences between the original and generated models, no blocks will be highlighted.

GUI Options

The Simulink HDL Coder GUI provides high-level options controlling the generation and display of generated models. More detailed control is available through the `makehdl` command (see "Generated Model Properties for makehdl" on page 9-13). Generated model options are located in the top-level **HDL Code Generation** pane of the Configuration Parameters dialog box:
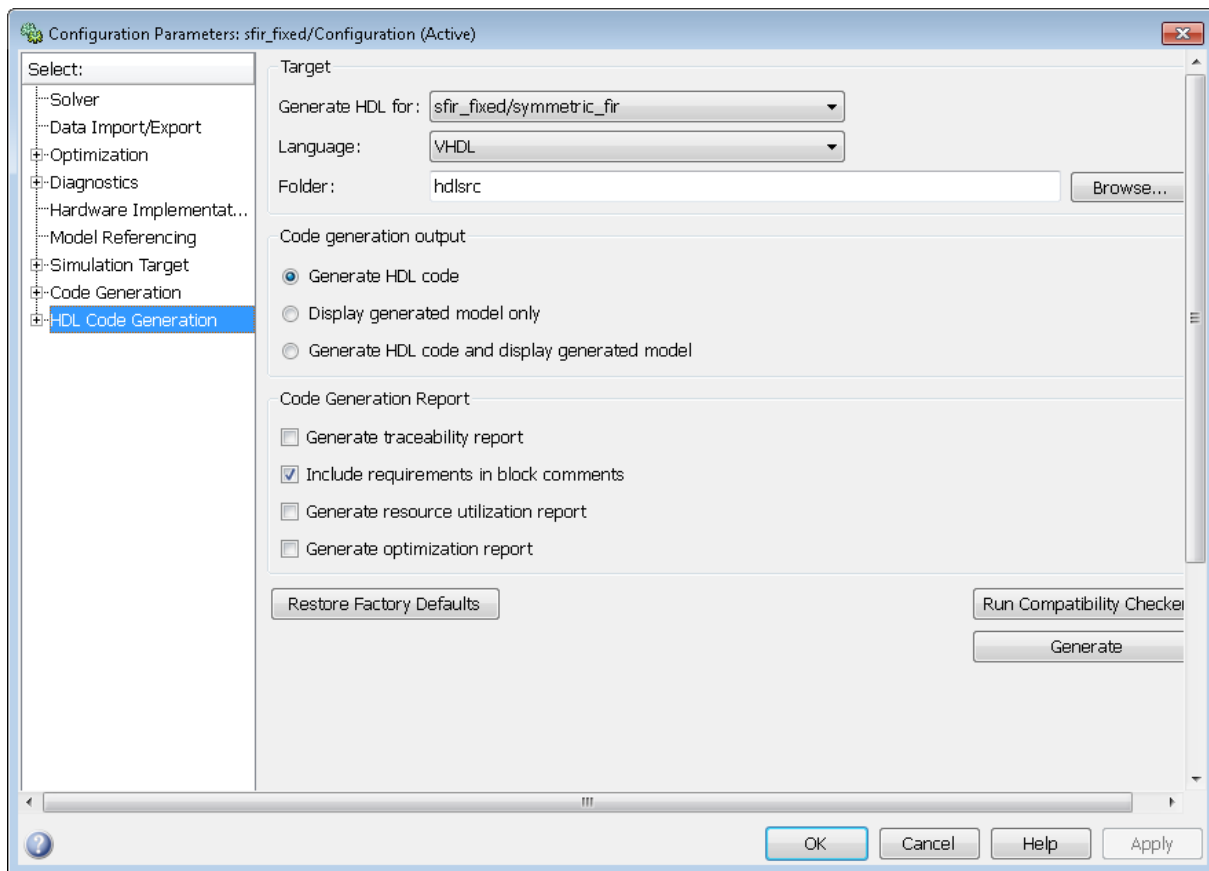
Options include:

- **Generate HDL code**: (Default) Generate code, but do not display the generated model.

- **Display generated model only**: Create and display the generated model, but do not proceed to code generation.

- **Generate HDL code and display generated model**: Generate both code and model, and display the model when completed.

Generated Model Properties for makehdl

The following table summarizes makehdl properties that provide detailed controls for the generated model.

Property and Value(s)	Description
'Generatedmodelnameprefix', ['string']	The default name for the generated model is gm_modelname, where gm_ is the default prefix and modelname is the original model name. To override the default prefix, assign a string value to this property.
'Generatemodelname', ['string']	By default, the original model name is used as the modelname substring of the generated model name. To specify a different model name, assign a string value to this property.
'CodeGenerationOutput', 'string'	Controls the production of generated code and display of the generated model. Values are • GenerateHDLCode: (Default) Generate code, but do not display the generated model. • GenerateHDLCodeAndDisplayGeneratedModel: Create and display generated model, but do not proceed to code generation. • DisplayGeneratedModelOnly: Generate both code and model, and display model when completed.
'Highlightancestors', ['on' | 'off']	By default, blocks in a generated model that differ from the original model, and their ancestor (parent) blocks in the model hierarchy, are highlighted in a color specified by the Highlightcolor property. If you do not want the ancestor blocks to be highlighted, set this property to 'off'.
'Highlightcolor', 'RGBName'	Specify the color used to highlight blocks in a generated model that differ from the original model (default: cyan). Specify the color (RGBName) as one of the following color string values: • cyan (default)

Property and Value(s)	Description
	`yellow` `magenta` `red` `green` `blue` `white` `black`

Limitations for Generated Models

In this section...

Fixed-Point Limitation

The maximum Simulink fixed-point word size is 128 bits. HDL does not have such a limit. This can lead to cases in which the generated HDL code is not bit-true to the generated model.

When the result of a computation in the generated HDL code has a word size greater than 128 bits:

- The coder issues a warning.

- Computations in the generated model (and the generated HDL test bench) are limited to a result word size of 128 bits.

- This word size limitation does not apply to the generated HDL code, so results returned from the HDL code may not match the HDL test bench or the generated model.

Double-Precision Limitation

When the binary point in double-precision computations is very large or very small, the scaling can become inf or 0. The limits of precision can be expressed as follows:

```
log2(realmin) ==> -1022
```

```
log2(realmax) ==> 1024
```

Where these limits are exceeded, the binary point is saturated and a warning is issued. If the generated HDL code has binary point scaling greater than 2^1024, the generated model has a maximum scaling of 2^1024.

Similarly if the generated HDL code has binary point scaling smaller than
2^-1022, then the generated model has scaling of 2^-1022.

Model Properties Not Supported for Generated Models

The coder disables the following model parameters during code generation,
and restores them after code generation completes:

- **Block Reduction** (`BlockReductionOpt`)

- **Conditional input branch execution** (`ConditionallyExecuteInputs`)

These properties are always disabled in the generated model, even if they are
enabled in the source model.

Code Generation Reports, HDL Compatibility Checker, Block Support Library, and Code Annotation

Creating and Using Code Generation Reports

Information Included in Code Generation Reports

The coder creates and displays an HDL Code Generation Report when you select one or more of the following options:

GUI option	makehdl Property
Generate traceability report	`Traceability, 'on'`
Generate resource utilization report	`ResourceReport, 'on'`
Generate optimization report	`OptimizationReport, 'on'`

These options appear in the **Code Generation Report** panel of the **HDL Code Generation** pane of the Configuration Parameters dialog box:

The HDL Code Generation Report is an HTML report that includes a Summary and one or more of the following optional sections:

Traceability Report

Resource Utilization Report

"Optimization Report Section" on page 10-25

Summary Section

All reports include a Summary section. The Summary lists information about the model, the DUT, the date of code generation, and top-level coder settings. The Summary also lists any model properties that have non-default values. The following report shows a typical Summary section.

HDL Code Generation Report
Summary for mcombo

Contents
Summary
Clock Summary
Traceability Report

Generated Source Files

combo_pkg.vhd

Gain_Subsystem.vhd

Chart.vhd

MATLAB_Function.vhd

combo.vhd

Summary

Model	mcombo
Model version	1.146
Simulink HDL Coder version	2.1
HDL code generated on	2011-01-15 15:00:50
HDL code generated for	combo
Target Language	VHDL
Target Directory	hdlsrc

Non-default model properties

HDLSubsystem	mcombo/combo
Traceability	on

Non-default block properties

No blocks found with non-default properties.

OK   Help

Traceability Report Section

Even a relatively small model can generate hundreds of lines of HDL code. The coder provides the traceability report section to help you navigate more easily between the generated code and your source model. When you enable traceability, the coder creates and displays an HTML code generation report. You can generate reports from the Configuration Parameters dialog box or the command line. A typical traceability report looks something like this:

Traceability Report for mcombo

Table of Contents

1. Eliminated / Virtual Blocks
2. Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions
   - mcombo/combo
   - mcombo/combo/Chart
   - mcombo/combo/Chart:110
   - mcombo/combo/Gain_Subsystem
   - mcombo/combo/MATLAB Function

Eliminated / Virtual Blocks

Block Name	Comment
<S3>/In1	Inport
<S3>/In2	Inport
<S3>/Out1	Outport
<S3>/Out2	Outport
<S3>/Out3	Outport
<S8>:461	Not traceable
<S8>:463	Not traceable
<S8>:467	Not traceable
<S8>:469	Not traceable
<S8>:473	Not traceable
<S8>:475	Not traceable
<S9>/In1	Inport
<S9>/Out1	Outport

Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions

Contents: Summary, Clock Summary, Traceability Report

Generated Source Files: combo_pkg.vhd, Gain_Subsystem.vhd, Chart.vhd, MATLAB_Function.vhd, combo.vhd

The traceability report has several subsections:

- The **Traceability Report** lists **Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions**, providing a complete mapping between model elements and code. The **Eliminated / Virtual Blocks** section of the report accounts for blocks that are untraceable.

- The **Generated Source Files** table contains hyperlinks that let you view generated HDL code in a MATLAB Web Browser window. This view of the code includes hyperlinks that let you view the blocks or subsystems from which the code was generated. You can click the names of source code files generated from your model to view their contents in a MATLAB Web Browser window. The report supports two types of linkage between the model and generated code:

  - *Code-to-model* hyperlinks within the displayed source code let you view the blocks or subsystems from which the code was generated. Click the hyperlinks to view the relevant blocks or subsystems in a Simulink model window.

  - *Model-to-code* linkage lets you view the generated code for any block in the model. To highlight a block's generated code in the HTML report, right-click the block and select **HDL Code Generation > Navigate to Code**.

Note If your model includes blocks that have requirements comments, you can also render the comments as hyperlinked comments within the HTML code generation report. See "Requirements Comments and Hyperlinks" on page 10-28 for more information.

In the following sections, the mcombo demonstration model illustrates stages in the workflow for generating code generation reports from the Configuration Parameters dialog box and from the command line. The model is available in the demos folder as the following file:

```
MATLABROOT\toolbox\hdlcoder\hdlcoderdemos\mcombo.mdl
```

The root-level mcombo model appears as follows:
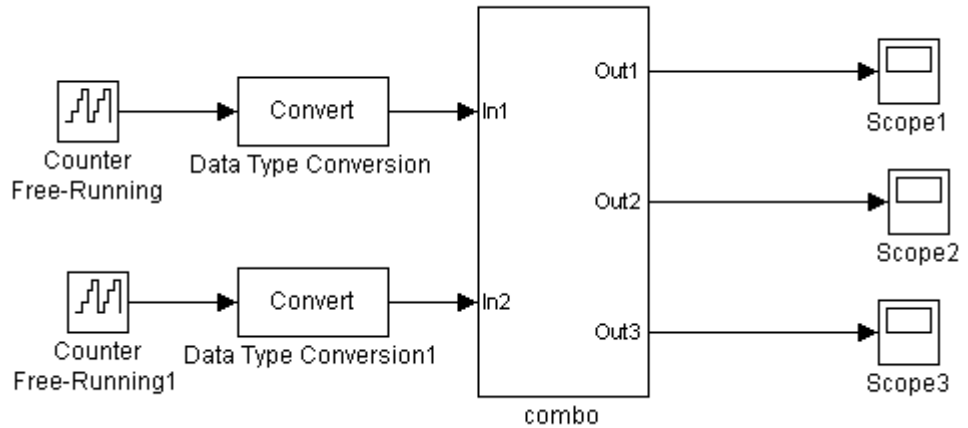
Simulink HDL Coder supports report generation for models, subsystems, blocks, Stateflow charts, and MATLAB Function blocks. This example uses the combo subsystem, shown in the following figure. The combo subsystem includes a Stateflow chart, a MATLAB Function block, and a subsystem.
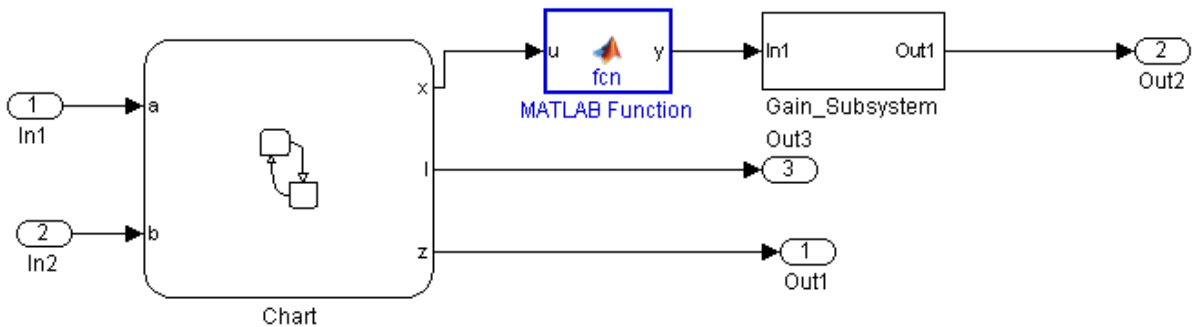
Generating a Traceability Report from Configuration Parameters

To generate a Simulink HDL Coder code generation report from the Configuration Parameters dialog box:

1 Verify that the model is open.

2 Open the Configuration Parameters dialog box and navigate to the **HDL Code Generation** pane.

3 To enable report generation, select **Generate traceability report**.

If your model includes blocks that have requirements comments, you can also select **Include requirements in block comments** to render the comments as hyperlinked comments within the HTML code generation report. See "Requirements Comments and Hyperlinks" on page 10-28 for more information.

4 Verify that **Generate HDL for** specifies the correct DUT for HDL code generation. You can generate reports for the root-level model or for subsystems, blocks, Stateflow charts, or MATLAB Function blocks.

5 Click **Apply**.

The dialog box looks something like this:
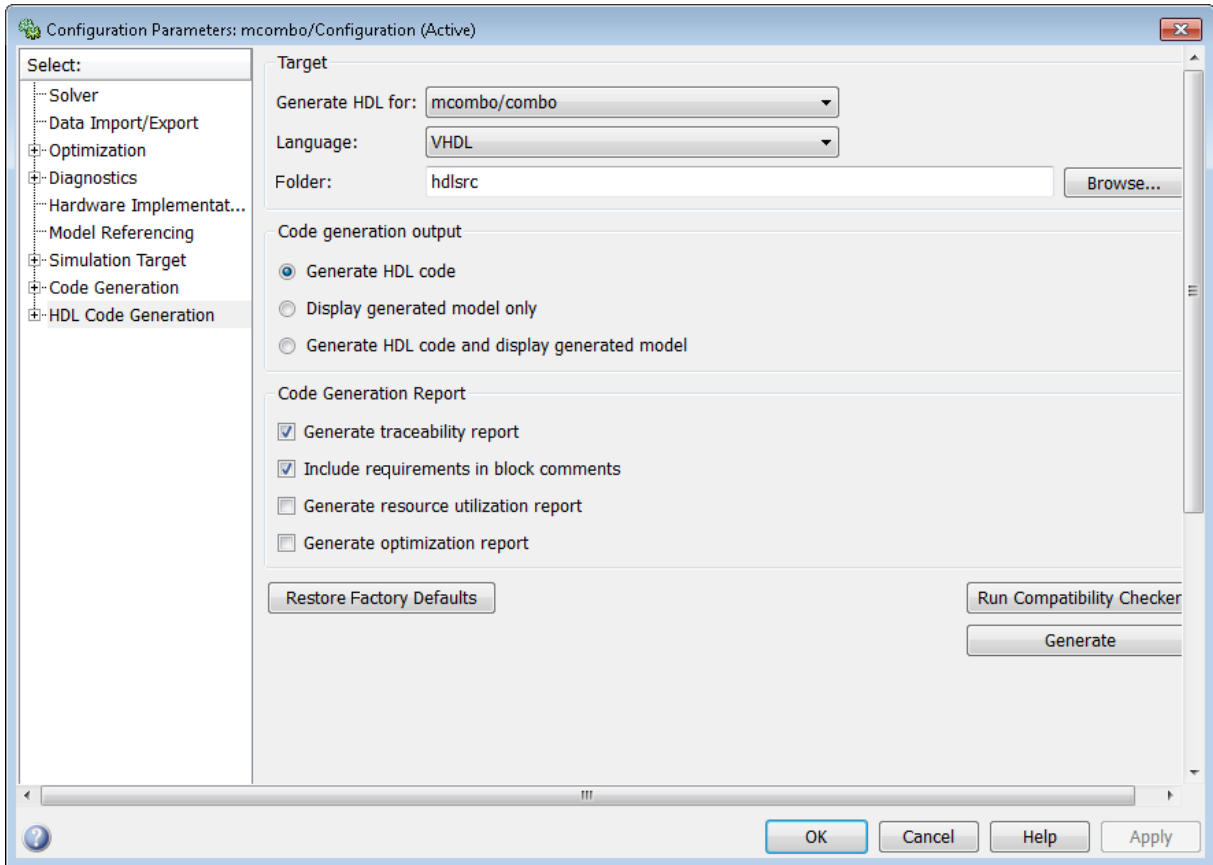
6 Click **Generate** to initiate code and report generation.

When you select **Generate traceability report**, the coder generates HTML report files as part of the code generation process. Report file generation is the final phase of that process. As code generation proceeds, the coder displays progress messages. The process completes with messages similar to the following:

```
### Generating HTML files for traceability in slprj\hdl\mcombo\html directory ...
```

```
### HDL Code Generation Complete.
```

When code generation is complete, the HTML report appears in a new window:

7 To view the different report sections or view the generated code files, click the hyperlinks in the **Contents** pane of the report window.

Tip The coder writes the code generation report files to a folder in the `hdlsrc\html\` folder of the build folder. The top-level HTML report file is named *system*_codegen_rpt.html, where *system* is the name of the model, subsystem, or other component selected for code generation. However, because the coder automatically opens this file after report generation, you do not need to access the HTML files directly. Instead, navigate the report using the links in the top-level window.

For more information on using the report you generate for tracing, see:

Generating a Traceability Report from the Command Line

To generate a Simulink HDL Coder code generation report from the command line:

1 Open your model by entering:

```
open_system('model_name');
```

2 Specify the desired device under test (DUT) for code generation by entering:

```
gcb = 'path_to_DUT';
```

You can generate reports for the root-level model or for subsystems, blocks, Stateflow charts, or MATLAB Function blocks. If you do not specify any subsystem, block, Stateflow chart, or MATLAB Function block, the coder generates a report for the top-level model.

3 Enable the `makehdl` property `Traceability` by entering:

```
makehdl(gcb,'Traceability','on');
```

When you enable traceability, the coder generates HTML report files as part of the code generation process. Report file generation is the final phase of that process. As code generation proceeds, the coder displays progress messages. The process completes with messages similar to the following:

```
### Generating HTML files for traceability in slprj\hdl\mcombo\html directory ...

### HDL Code Generation Complete.
```

When code generation is complete, the HTML report appears in a new window:

4 To view the different report sections or view the generated code files, click the hyperlinks in the **Contents** pane of the report window.

Tip The coder writes the code generation report files to a folder in the `hdlsrc\html\` folder of the build folder. The top-level HTML report file is named *system*_codegen_rpt.html, where *system* is the name of the model, subsystem, or other component selected for code generation. However, because the coder automatically opens this file after report generation, you do not need to access the HTML files directly. Instead, navigate the report using the links in the top-level window.

For more information on using the report you generate for tracing, see:

- "Tracing from Code to Model" on page 10-16

- "Tracing from Model to Code" on page 10-18

- "Mapping Model Elements to Code Using the Traceability Report" on page 10-21

Keeping the Report Current

If you generate a code generation report for a model, and subsequently make changes to the model, the report might become invalid.

To keep your code generation report current, you should regenerate HDL code and the report after modifying the source model.

If you close and then reopen a model without making any changes, the report remains valid.

Tracing from Code to Model

To trace from generated code to your model:

1 Generate code and open an HTML report for the desired DUT (see "Generating a Traceability Report from Configuration Parameters" on page 10-8 or "Generating a Traceability Report from the Command Line" on page 10-13).

2 In the left pane of the HTML report window, click the desired file name in the **Generated Source Files** table to view a source code file.

The following figure shows a view of the source file Gain_Subsystem.vhd.
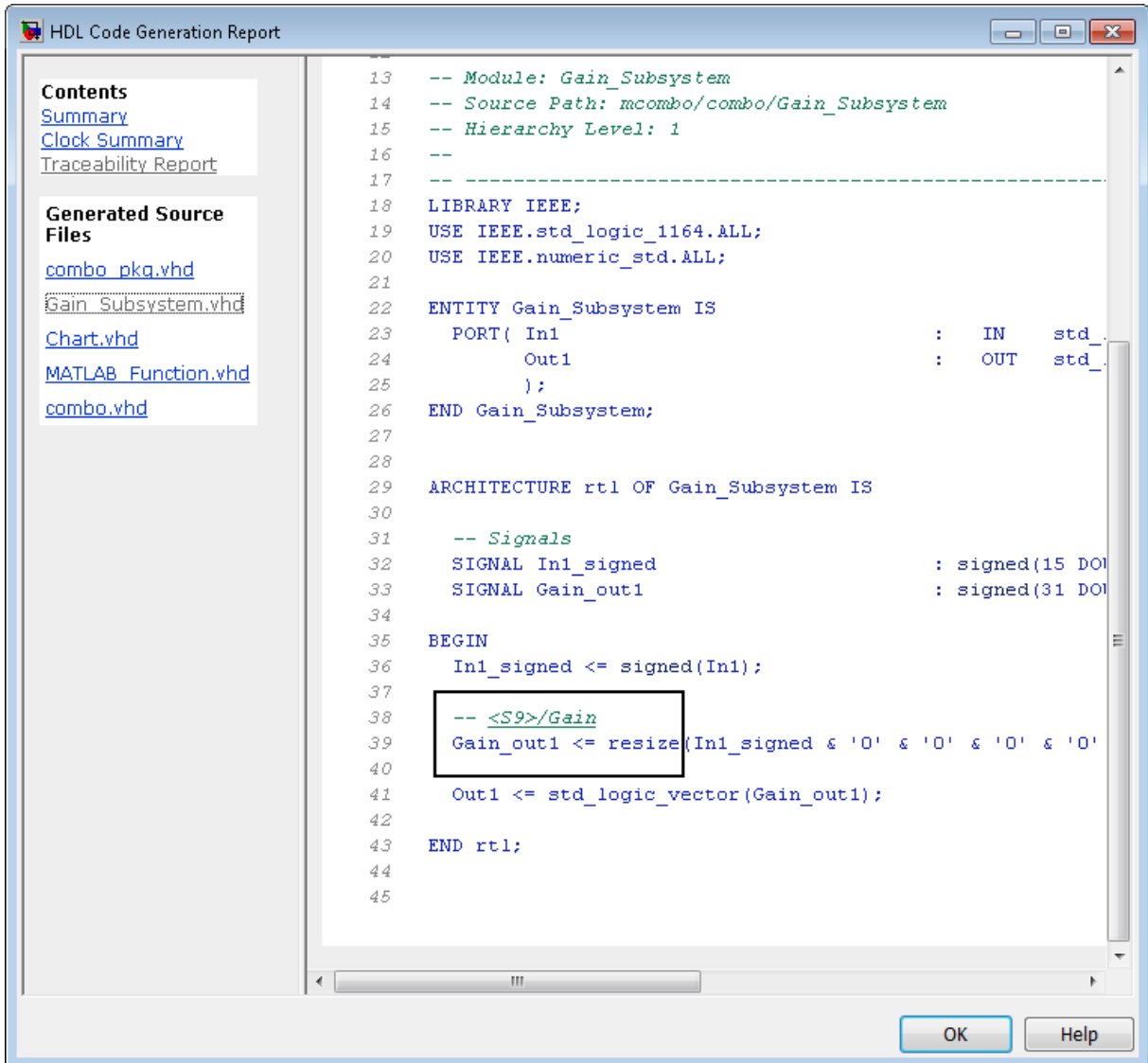
3 In the HTML report window, click any of the hyperlinks present to highlight a source block.

For example, in the HTML report shown in the previous figure, you could click the hyperlink for the Gain block (highlighted) to view that block in the model. Clicking the hyperlink locates and displays the corresponding block in the Simulink model window.
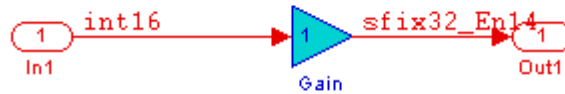
Tracing from Model to Code

Model-to-code traceability lets you select a component at any level of the model, and view all code references to that component in the HTML code generation report. You can select any of the following objects for tracing:

- Subsystem

- Simulink block

- MATLAB Function block

- Stateflow chart, or any of the following elements of a Stateflow chart:
  - State
  - Transition
  - Truth table
  - MATLAB function inside a chart

To trace a model component:

1 Generate code and open an HTML report for the desired DUT (see "Generating a Traceability Report from Configuration Parameters" on

page 10-8 or "Generating a Traceability Report from the Command Line" on page 10-13).

Tip If you have not generated code for the model, the coder disables the **HDL Code Generation > Navigate to Code** menu item.

---

2 In the model window, right-click the component and select **HDL Code Generation > Navigate to Code**.

3 Selecting **Navigate to Code** activates the HTML code generation report.

The following figure shows the result of tracing the Stateflow chart within the `combo` subsystem.
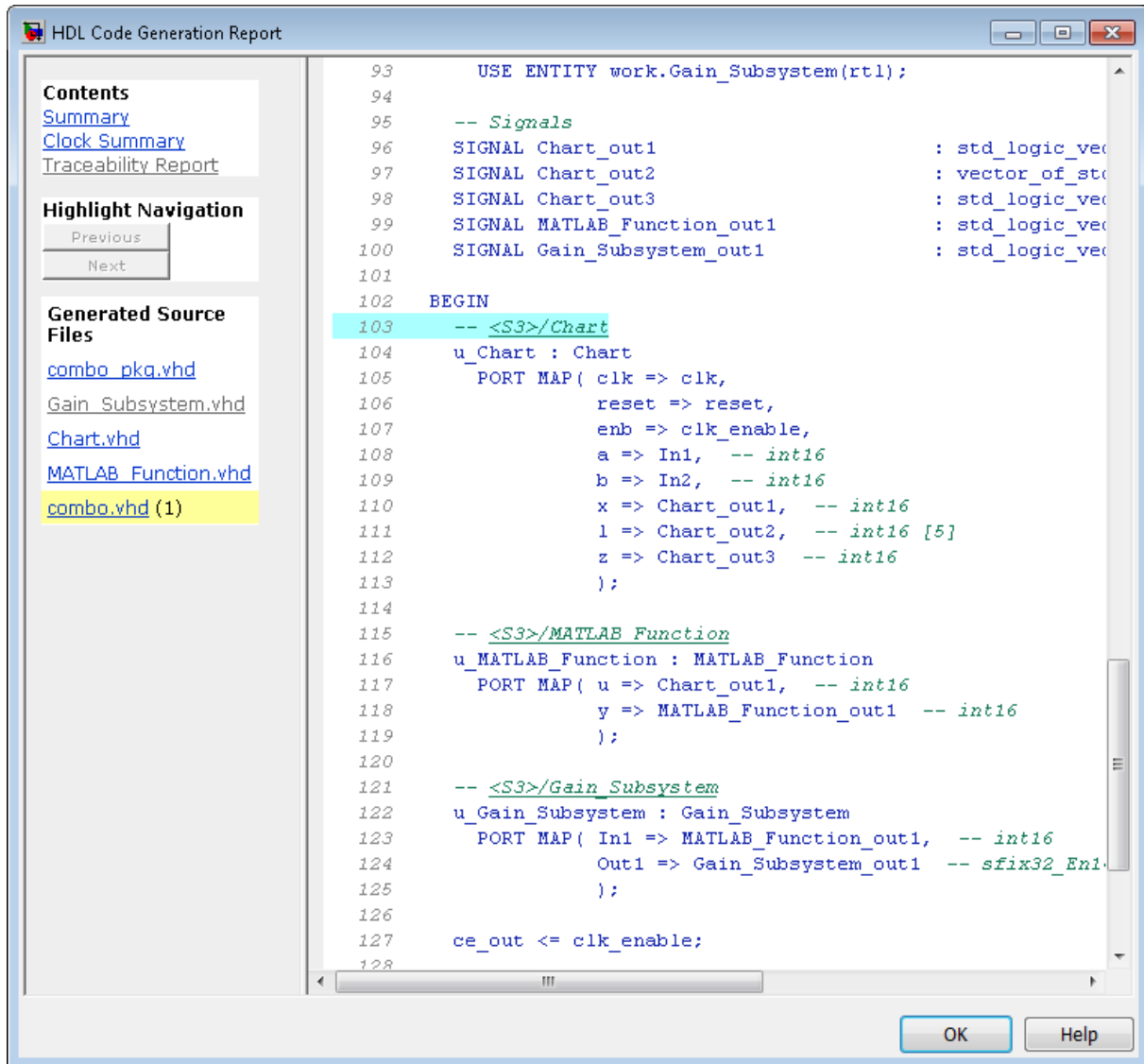
In the right pane of the report, the highlighted tag `<S3>/Chart` indicates the beginning of the code generated code for the chart.

In the left pane of the report, the total number of highlighted lines of code (in this case, 1) appears next to the source file name `combo.vhd`.

The left pane of the report also contains **Previous** and **Next** buttons. These buttons help you navigate through multiple instances of code generated for a selected component. In this example, there is only one instance, so the buttons are disabled.

Mapping Model Elements to Code Using the Traceability Report

The **Traceability Report** section of the report provides a complete mapping between model elements and code. The **Traceability Report** summarizes:

- **Eliminated / virtual blocks**: accounts for blocks that are untraceable because they are not included in generated code
- Traceable model elements, including:
    - **Traceable Simulink blocks**
    - **Traceable Stateflow objects**
    - **Traceable MATLAB functions**

The following figure shows the beginning of a traceability report generated for the `combo` subsystem of the `mcombo` model.

Traceability Report Limitations

The following limitations apply to Simulink HDL Coder HTML code generation reports:

- If a block name in your model contains a single quote ('), code-to-model and model-to-code traceability are disabled for that block.

- If an asterisk (*) in a block name in your model causes a name-mangling ambiguity relative to other names in the model, code-to-model highlighting and model-to-code highlighting are disabled for that block. This is most likely to occur if an asterisk precedes or follows a slash (/) in a block name or appears at the end of a block name.

- If a block name in your model contains the character ÿ (char(255)), code-to-model highlighting and model-to-code highlighting are disabled for that block.

- Some types of subsystems are not traceable from model to code at the subsystem block level:

  - Virtual subsystems

  - Masked subsystems

  - Nonvirtual subsystems for which code has been optimized away

  If you cannot trace a subsystem at the subsystem level, you might be able to trace individual blocks within the subsystem.

Resource Utilization Report Section

When you select **Generate resource utilization report**, the coder adds a Resource Utilization Report section. The Resource Utilization Report summarizes multipliers, adders/subtractors, and registers consumed by the device under test (DUT). It also includes a detailed report on resources used by each subsystem. The detailed report includes (wherever possible) links back to corresponding blocks in your model.

The Resource Utilization Report is useful for analysis of the effects of optimizations such as resource sharing and streaming. See Chapter 8, "Streaming, Resource Sharing, and Delay Balancing") for example reports.

The following figure shows a typical Resource Utilization Report section.

HDL Code Generation Report

Contents
Summary
Resource Utilization
Report
Optimization Report
  Distributed
Pipelining
  Streaming and
Sharing

Resource Utilization Report for dct8_fixed

Summary

Multipliers	13
Adders/Subtractors	29
Registers	32

Detailed Report

[Expand all] [Collapse all]

Report for Subsystem: OneD_DCT8

Multipliers (13)

[-] 32x8-bit Multiply : 5

- Gain14
- Gain1
- Gain2
- Gain8
- Gain15

[+] 32x16-bit Multiply : 4
[+] 32x32-bit Multiply : 4

Adders/Subtractors (29)

[+] 8x8-bit Adder : 8

OK   Help

Optimization Report Section

When you select **Generate optimization report**, the coder adds an Optimization Report section, with two subsections:

- **Distributed Pipelining**: this subsection shows details of subsystem-level distributed pipelining (if any subsystems have the `DistributedPipelining` option enabled). Details include comparative listings of registers and flip-flops before and after applying the distributed pipelining transform.

- **Streaming and Sharing**: this subsection shows both summary and detailed information about all subsystems for which sharing or streaming is requested. (See Chapter 8, "Streaming, Resource Sharing, and Delay Balancing" for example reports.)

The following figure shows the distributed pipelining subsection of a typical Optimization Report.

HDL Code Generation Report

Contents
Summary
Resource Utilization Report
Optimization Report
Distributed Pipelining
Streaming and Sharing

Distributed Pipelining Report for dct8_fixed

Subsystem	InputPipeline	OutputPipeline
OneD_DCT8	2	2

Subsystem: OneD_DCT8

Implementation Parameters: DistributedPipelining: 'on'; InputPipeline: 2; OutputPipeline: 2

Before Distributed Pipelining : 32 registers *(640 flip-flops)*

Registers	Count
32-bit	16
8-bit	16

After Distributed Pipelining : 32 registers *(552 flip-flops)*

Registers	Count
32-bit	10
8-bit	15
16-bit	7

Generated model after Distributed Pipelining:	gm_dct8_fixed

OK   Help

Annotating Generated Code with Comments and Requirements

In this section...
"Simulink Annotations" on page 10-27
"Text Comments" on page 10-27
"Requirements Comments and Hyperlinks" on page 10-28

The following sections describe how to use the coder to add text annotations to generated code, in the form of model annotations, text comments or requirements comments.

Simulink Annotations

You can enter text directly on the block diagram as Simulink annotations. The coder renders text from Simulink annotations as plain text comments in generated code. The comments are generated at the same level in the model hierarchy as the subsystem(s) that contain the annotations, as if they were Simulink blocks.

See "Annotating Diagrams" in the Simulink documentation for general information on annotations.

Text Comments

You can enter text comments at any level of the model by placing a DocBlock at the desired level and entering text comments. The coder renders text from the DocBlock in generated code as plain text comments. The comments are generated at the same level in the model hierarchy as the subsystem that contains the DocBlock.

Set the **Document type** parameter of the DocBlock to `Text`. The coder does not support the `HTML` or `RTF` options.

See DocBlock in the Simulink documentation for general information on the DocBlock.

Requirements Comments and Hyperlinks

You can assign requirement comments to blocks.

If your model includes requirements comments, you can choose to render the comments in either of the following formats:

- *Text comments in generated code:* To include requirements as text comments in code, use the defaults for **Include requirements in block comments** (on) and **Generate traceability report** (off), as shown:
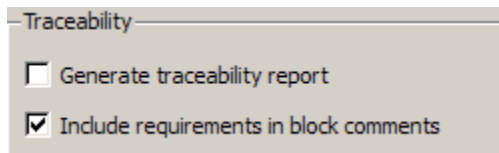
If you generate code from the command line, set the `Traceability` and `RequirementComments` properties:

```
makehdl(gcb,'Traceability','off','RequirementComments','on');
```

The following figure highlights text requirements comments generated for a Gain block from the `mcombo` model.

```
36    BEGIN
37      In1_signed <= signed(In1);
38
39      --
40      -- Block requirements for <S10>/Gain
41      --  1. Gain Requirements Sect 1
42      --  2. Gain Requirements Sect 2
43      Gain_gainparam <= to_signed(16384, 16);
44
45      Gain_out1 <= resize(In1_signed(15 DOWNTO 0) & '0'
46
47
48      Out1 <= std_logic_vector(Gain_out1);
49
50    END rtl;
```

- *Hyperlinked comments:* To include requirements comments as hyperlinked comments in an HTML code generation report, select both **Generate traceability report** and **Include requirements in block comments**. The following figure shows these options.
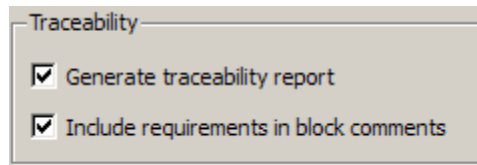
If you are generating code from the command line, set the Traceability and RequirementComments properties:

```
makehdl(gcb,'Traceability','on','RequirementComments','on');
```

The comments include links back to a requirements document associated with the block and to the block within the original model. For example, the following figure shows two requirements links assigned to a Gain block. The links point to sections of a text requirements file.
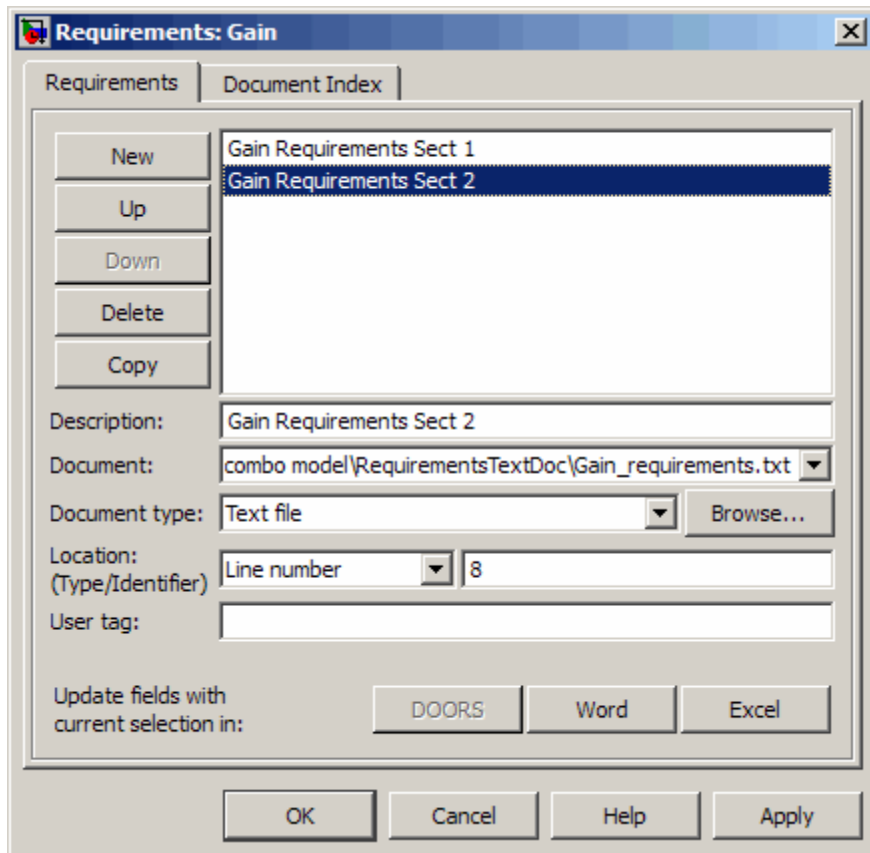
The following figure shows hyperlinked requirements comments generated for the Gain block.

```
36   BEGIN
37     In1_signed <= signed(In1);
38
39     -- <S10>/Gain
40     --
41     --
42     -- Block requirements for <S10>/Gain
43     --   1. Gain Requirements Sect 1
44     --   2. Gain Requirements Sect 2
45     Gain_gainparam <= to_signed(16384, 16);
46
47     Gain_out1 <= resize(In1_signed(15 DOWNTO 0) &
48
49
50     Out1 <= std_logic_vector(Gain_out1);
51
52   END rtl;
```

HDL Compatibility Checker

The HDL compatibility checker lets you check whether a subsystem or model is compatible with HDL code generation. You can run the compatibility checker from the command line or from the GUI.

To run the compatibility checker from the command line, use the `checkhdl` function. The syntax of the function is

```
checkhdl('system')
```

where *system* is the device under test (DUT), typically a subsystem within the current model.
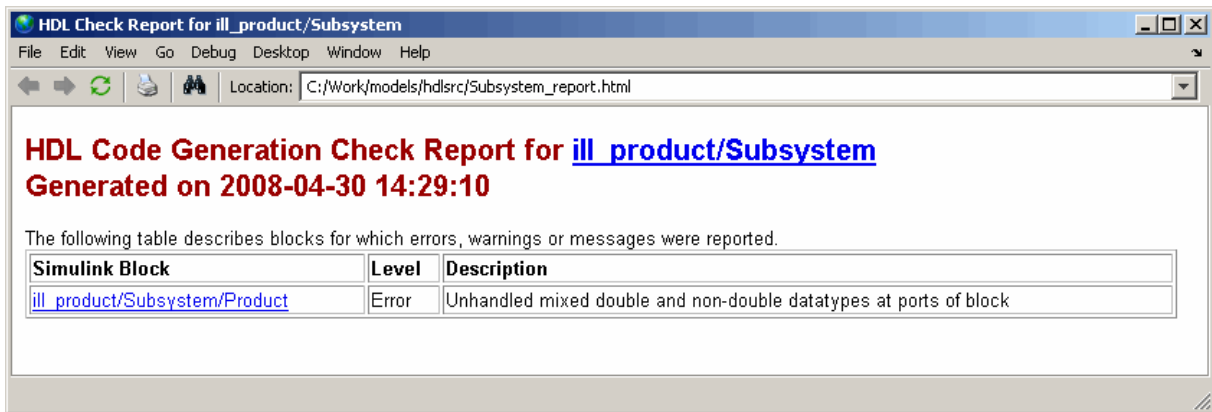
To run the compatibility checker from the GUI:

1 Open the Configuration Parameters dialog box or the Model Explorer. Select the **HDL Code Generation** options category.

2 Select the subsystem you want to check from the **Generate HDL for** list.

3 Click the **Run Compatibility Checker** button.

The HDL compatibility checker examines the specified system for any compatibility problems, such as use of unsupported blocks, illegal data type usage, etc. The HDL compatibility checker generates an HDL Code Generation Check Report, which is stored in the target folder. The report file naming convention is *system*_report.html, where *system* is the name of the subsystem or model passed to the HDL compatibility checker.

The HDL Code Generation Check Report is displayed in a MATLAB Web Browser window. Each entry in the HDL Code Generation Check Report is hyperlinked to the block or subsystem that caused the problem. When you click the hyperlink, the block of interest highlights and displays (provided that the model referenced by the report is open).

The following figure shows an HDL Code Generation Check Report that was generated for a subsystem with a Product block that was configured with a mixture of double and integer port data types. This configuration is legal in a model, but incompatible with HDL code generation.

When you click the hyperlink in the left column, the subsystem containing the offending block opens. The block of interest is highlighted, as shown in the following figure.
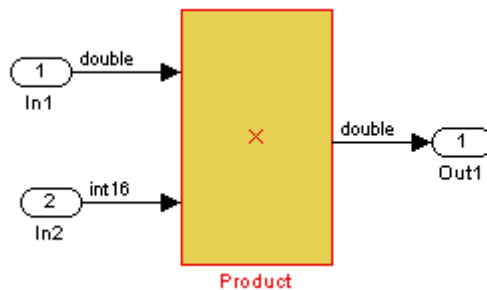
The following figure shows an HDL Code Generation Check Report that was generated for a subsystem that passed all compatibility checks. In this case, the report contains only a hyperlink to the subsystem that was checked.
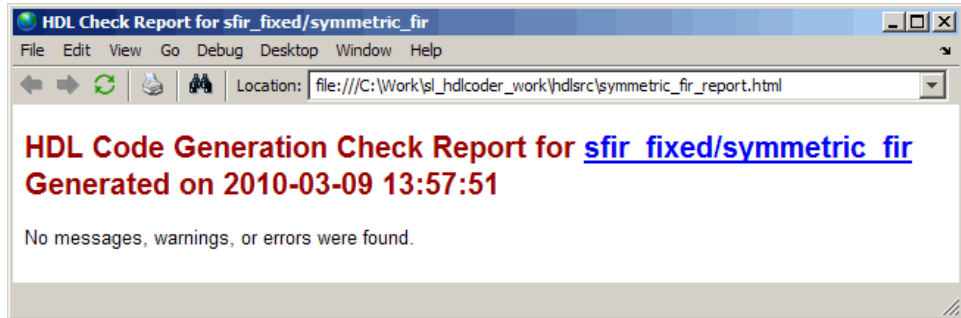
Supported Blocks Library

The `hdllib.m` utility creates a library of all blocks that are currently
supported for HDL code generation. The block library, `hdlsupported.mdl`,
affords quick access to all supported blocks. By constructing models using
blocks from this library, you can ensure that your models are compatible
with HDL code generation.

The set of supported blocks will change in future releases of the coder. To
keep the `hdlsupported.mdl` current, you should rebuild the library each time
you install a new release. To create the library:

1 Type the following at the MATLAB prompt:

    hdllib

   `hdllib` starts generation of the `hdlsupported` library. Many libraries load
   during the creation of the `hdlsupported` library. When `hdllib` completes
   generation of the library, it does not unload these libraries.

2 After the library is generated, you must save it to a folder of your choice.
   You should retain the file name `hdlsupported.mdl`, because this document
   refers to the supported blocks library by that name.

   The following figure shows the top-level view of the `hdlsupported` library.
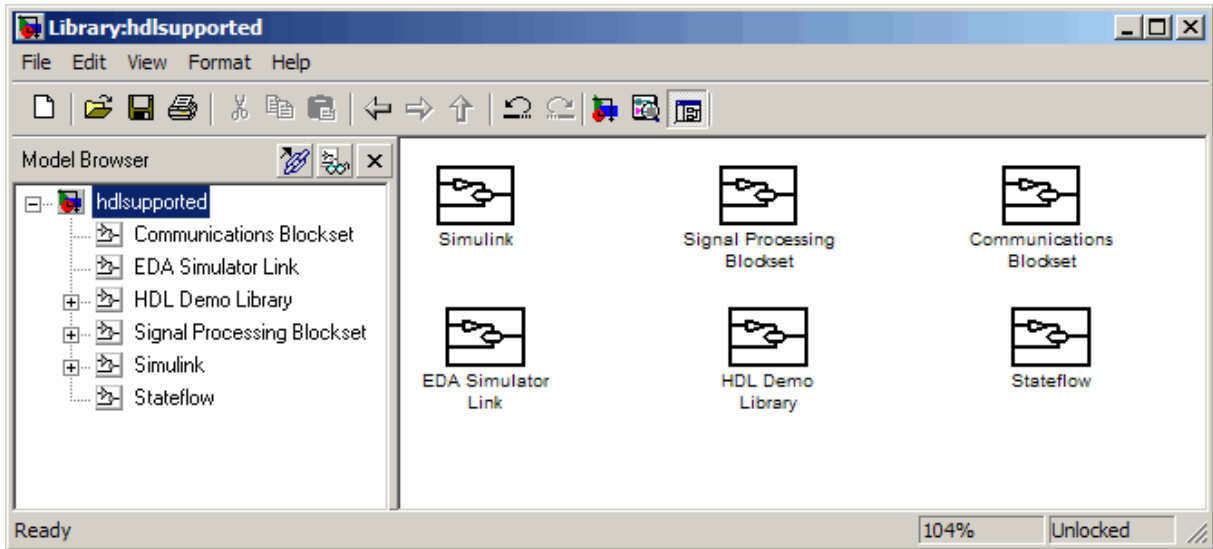
Parameter settings for blocks in the hdlsupported library might differ from corresponding blocks in other libraries.

For detailed information about supported blocks and HDL block implementations, see Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation".

Code Tracing Using the Mapping File

Note This section refers to generated VHDL entities or Verilog modules generically as "entities."

A *mapping file* is a text report file generated by makehdl. Mapping files are generated as an aid in tracing generated HDL entities back to the corresponding systems in the model.

A mapping file shows the relationship between systems in the model and the VHDL entities or Verilog modules that were generated from them. A mapping file entry has the form

```
path --> HDL_name
```

where *path* is the full path to a system in the model and *HDL_name* is the name of the VHDL entity or Verilog module that was generated from that system. The mapping file contains one entry per line.

In simple cases, the mapping file may contain only one entry. For example, the symmetric_fir subsystem of the sfir_fixed demo model generates the following mapping file:

```
sfir_fixed/symmetric_fir --> symmetric_fir
```

Mapping files are more useful when HDL code is generated from complex models where multiple subsystems generate many entities, and in cases where conflicts between identically named subsystems are resolved by the coder.

If a subsystem name is unique within the model, the coder simply uses the subsystem name as the generated entity name. Where identically named subsystems are encountered, the coder attempts to resolve the conflict by appending a postfix string (by default, '_entity') to the conflicting subsystem. If subsequently generated entity names conflict in turn with this name, incremental numerals (1,2,3,...*n*) are appended.

As an example, consider the model shown in the following figure. The top-level model contains subsystems named A nested to three levels.
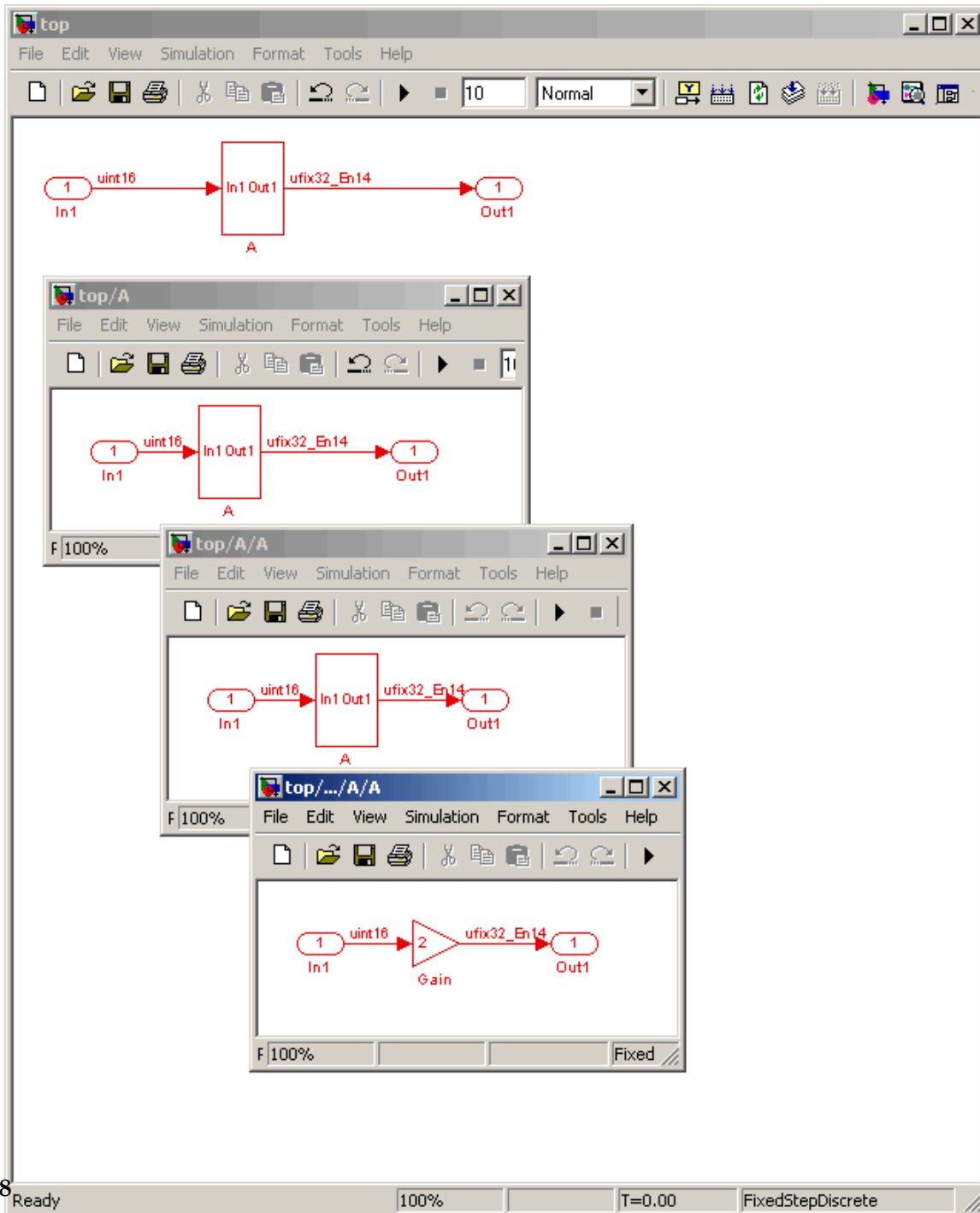
When code is generated for the top-level subsystem A, `makehdl` works its way up from the deepest level of the model hierarchy, generating unique entity names for each subsystem.

```
makehdl('top/A')
### Working on top/A/A/A as A_entity1.vhd
### Working on top/A/A as A_entity2.vhd
### Working on top/A as A.vhd

### HDL Code Generation Complete.
```

The following example lists the contents of the resultant mapping file.

```
top/A/A/A --> A_entity1
top/A/A --> A_entity2
top/A --> A
```

Given this information, you could trace any generated entity back to its corresponding subsystem by using the `open_system` command, for example:

```
open_system('top/A/A')
```

Each generated entity file also contains the path for its corresponding subsystem in the header comments at the top of the file, as in the following code excerpt.

```
-- Module: A_entity2
-- Simulink Path: top/A
-- Created: 2005-04-20 10:23:46
-- Hierarchy Level: 0
```

Adding and Removing the HDL Configuration Component

In this section...
"What Is the HDL Configuration Component?" on page 10-40
"Adding the HDL Coder Configuration Component To a Model" on page 10-40
"Removing the HDL Coder Configuration Component From a Model" on page 10-41

What Is the HDL Configuration Component?

The *HDL configuration component* is an internal data structure that the coder creates and attaches to a model. This component lets you view the **HDL Code Generation** pane in the Configurations Parameters dialog box and set HDL code generation options. Normally, you do not need to interact with the HDL configuration component in any way. However, there are situations where you might want to add or remove the HDL configuration component:

- A model that was created on a system that did not have Simulink HDL Coder installed does not have the HDL configuration component attached. In this case, you might want to add the HDL configuration component to the model.

- If a previous user removed the HDL configuration component, you might want to add the component back to the model.

- If a model will be running on some systems that have Simulink HDL Coder installed, and on other systems that do not, you might want to keep the model consistent between both environments. If so, you might want to remove the HDL configuration component from the model.

Adding the HDL Coder Configuration Component To a Model

To add the HDL Coder configuration component to a model:

1 In the Simulink Editor, select the **Tools** menu.

2 In the **HDL Code Generation** submenu of the **Tools** menu, select **Add HDL Coder Configuration to Model**.

3 Save the model.

Removing the HDL Coder Configuration Component From a Model

To remove the HDL Coder configuration component from a model:

1 In the Simulink Editor, select the **Tools** menu.

2 In the **HDL Code Generation** submenu of the **Tools** menu, select **Remove HDL Coder Configuration from Model**.

The coder displays a confirmation message.

3 Click **Yes** to confirm that you want to remove the HDL Coder configuration component.

4 Save the model.

11

Interfacing Subsystems and Models to HDL Code

Overview of HDL Interfaces

The coder provides a number of different ways to generate interfaces to your manually-written or legacy HDL code. Depending on your application, you may want to generate such an interface from different levels of your model:

- Subsystem
- Model referenced by a higher-level model
- HDL Cosimulation block
- RAM blocks

You can also generate a pass-through (wire) HDL implementation for a subsystem, or omit code generation entirely for a subsystem. Both of these techniques can be useful in cases where you need a subsystem in your simulation, but do not need the subsystem in your generated HDL code.

Generating a Black Box Interface for a Subsystem

A *black box* interface for a subsystem is a generated VHDL component or Verilog module that includes only the HDL input/output port definitions for the subsystem. By generating such a component, you can use a subsystem in your model to generate an interface to existing manually written HDL code, third-party IP, or other code generated by Simulink HDL Coder.

To generate the interface, you select the `BlackBox` implementation for one or more Subsystem blocks.

Note The `BlackBox` implementation is not supported for Subsystem blocks at the top level of the model. The `BlackBox` implementation is available only for Subsystem blocks below the level of the DUT.

As an example, consider the following model that contains a subsystem `top`, which is the device under test.
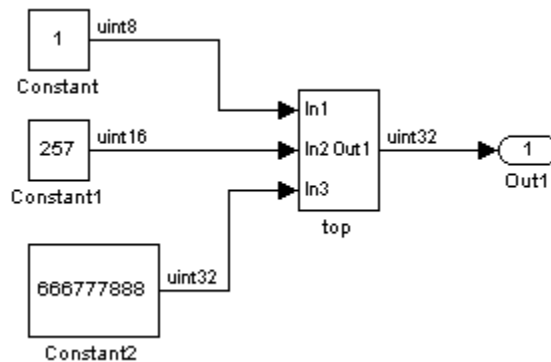
The subsystem `top` contains two lower-level subsystems:
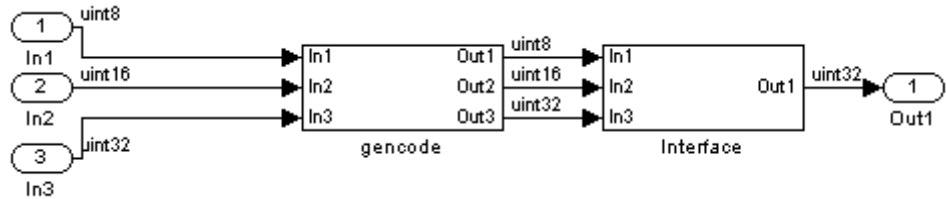
Suppose that you want to generate HDL code from `top`, with a black box interface from the `Interface` subsystem. To specify a black box interface, follow these steps:

1 Right-click the `Interface` subsystem and select **HDL Code Generation > HDL Block Properties**.

The HDL Properties dialog box appears:
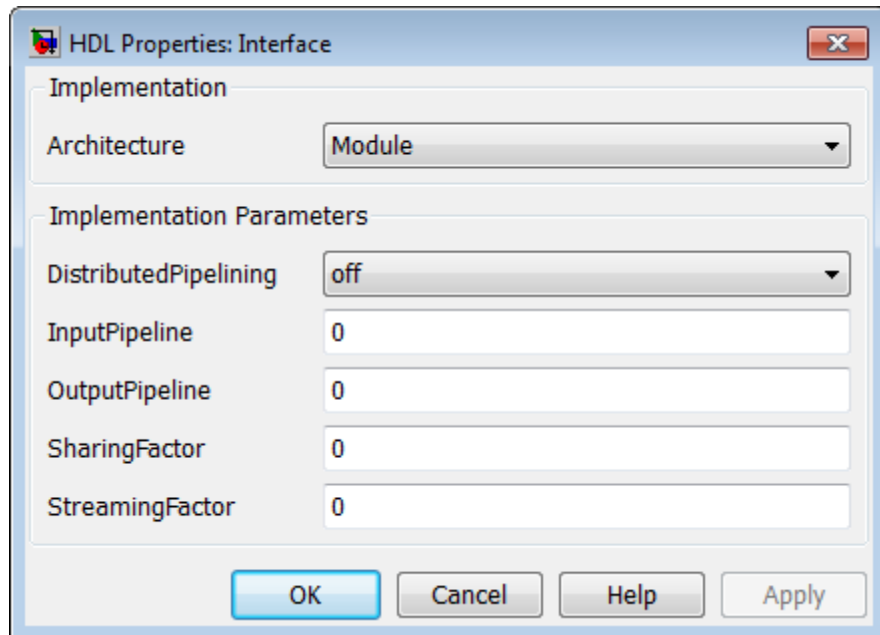
2 Set **Architecture** to `BlackBox`.

The following parameters are available for black box implementation:
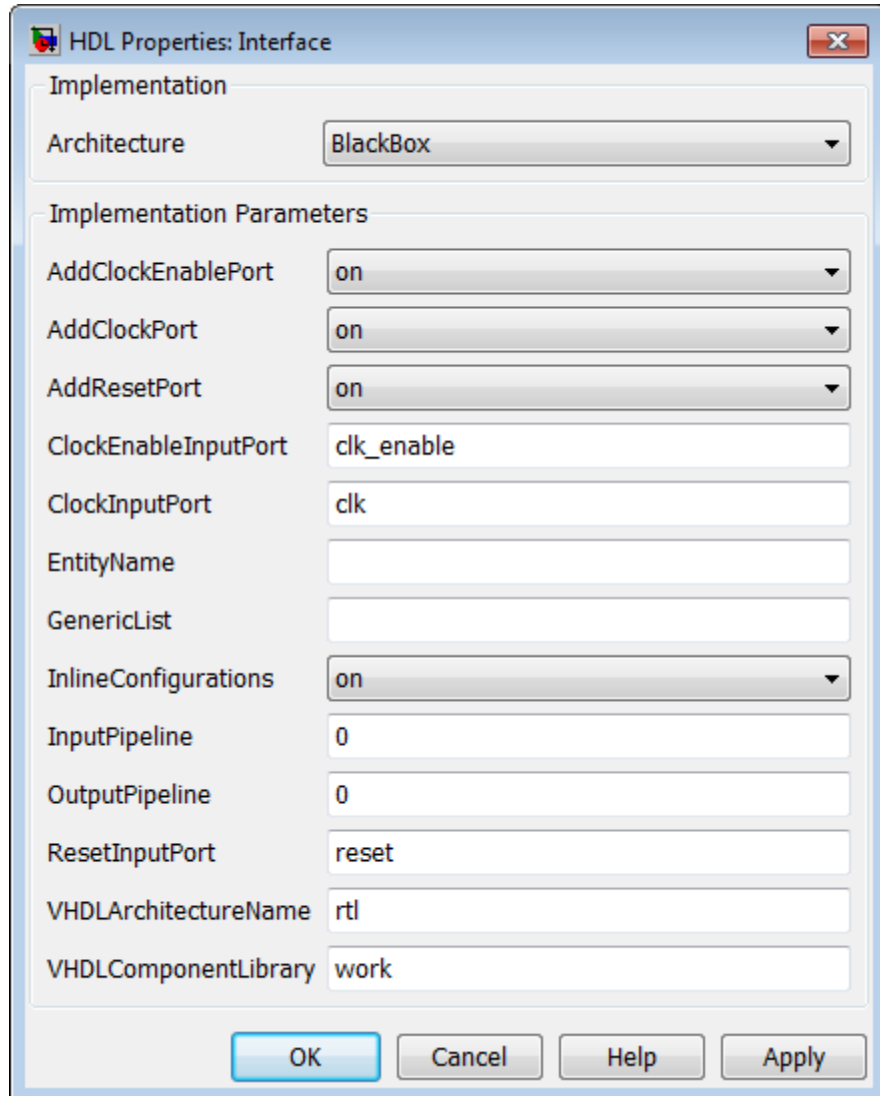
The implementation parameters available for subsystems let you choose whether or not the generated interface includes clock, reset, and other ports. Other parameters control signal names associated with ports. See

"Customizing the Generated Interface" on page 11-43 for information about these parameters.

3 Change any parameters as desired, and then click **Apply**.

4 Click **OK** to close the HDL Properties dialog box.

Generating Code for a Black Box Subsystem Implementation

When you generate code for the DUT in the ex_blackbox_subsys model, the following messages appear:

```
>> makehdl('ex_blackbox_subsys/top')
### Generating HDL for 'ex_blackbox_subsys/top'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### Begin VHDL Code Generation
### Working on ex_blackbox_subsys/top/gencode as hdlsrc\gencode.vhd
### Working on ex_blackbox_subsys/top as hdlsrc\top.vhd
### HDL Code Generation Complete.
```

In the progress messages, observe that the gencode subsystem generates a separate file, gencode.vhd, for its VHDL entity definition. The Interface subsystem does not generate such a file. The interface code for this subsystem is in top.vhd, generated from ex_blackbox_subsys/top. The following code listing shows the component definition and instantiation generated for the Interface subsystem.

```
    COMPONENT Interface
      PORT( clk                        :   IN    std_logic;
            clk_enable                 :   IN    std_logic;
            reset                      :   IN    std_logic;
            In1                        :   IN    std_logic_vector(7 DOWNTO 0);   -- uint8
            In2                        :   IN    std_logic_vector(15 DOWNTO 0);  -- uint16
            In3                        :   IN    std_logic_vector(31 DOWNTO 0);  -- uint32
            Out1                       :   OUT   std_logic_vector(31 DOWNTO 0)   -- uint32
            );
    END COMPONENT;
    ...
```

```
u_Interface : Interface
  PORT MAP( clk => clk,
            clk_enable => enb,
            reset => reset,
            In1 => gencode_out1,  -- uint8
            In2 => gencode_out2,  -- uint16
            In3 => gencode_out3,  -- uint32
            Out1 => Interface_out1  -- uint32
            );

enb <= clk_enable;

ce_out <= enb;

Out1 <= Interface_out1;
```

By default, the black box interface generated for subsystems includes clock, clock enable, and reset ports. "Customizing the Generated Interface" on page 11-43 describes how you can rename or suppress generation of these signals, and customize other aspects of the generated interface.

Generating Reusable Code for Atomic Subsystems

If you are unfamiliar with atomic subsystems, see "Ports & Subsystems" in the Simulink documentation.

By default, the coder generates reusable code for atomic subsystems that are identical. By generating reusable code, you can often eliminate the creation of numerous redundant source code files generated for identical subsystems. The coder can detect reusable identical subsystems at any level of the model hierarchy.

As an example, consider the model and DUT subsystem shown in the following figures.
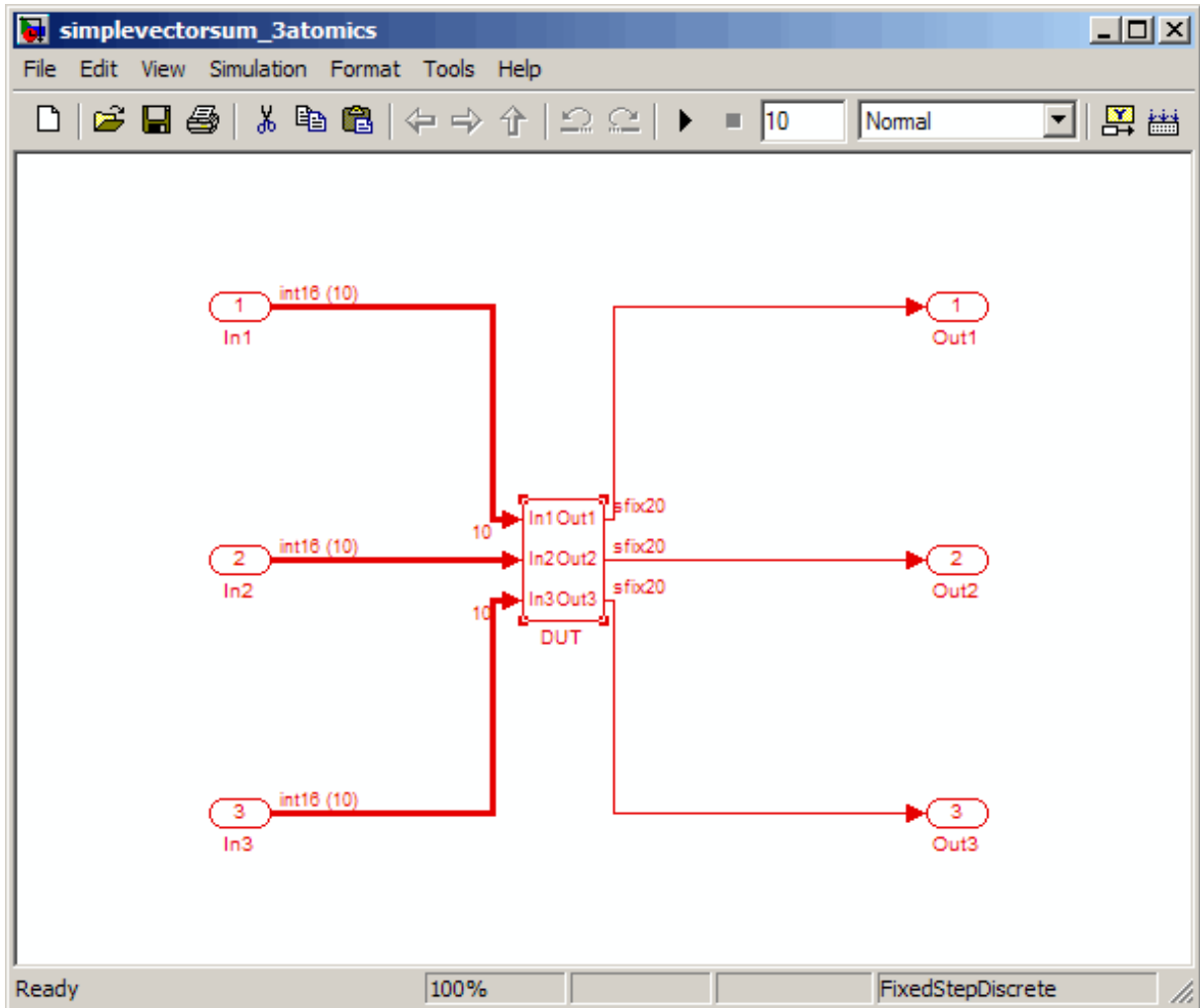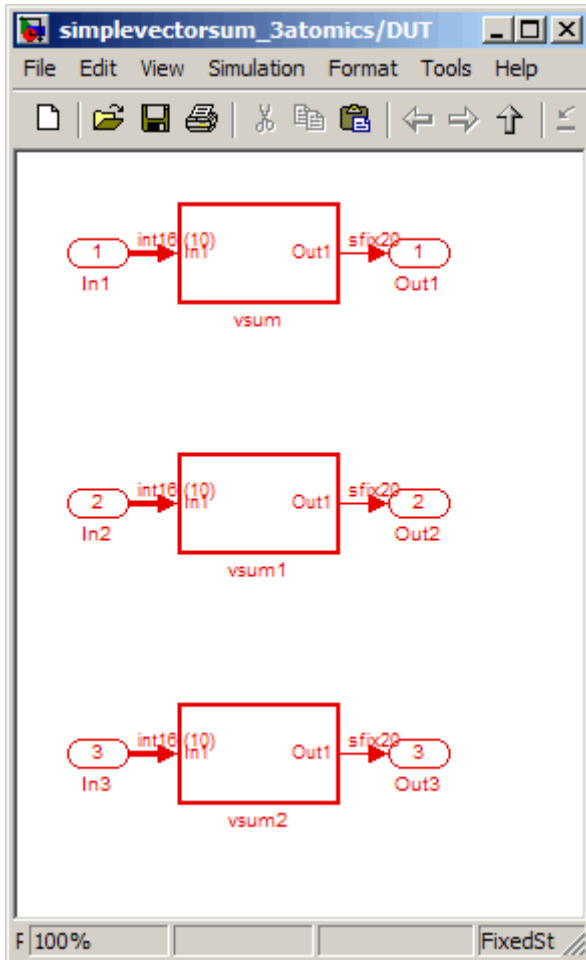
The DUT subsystem contains three subsystems that are identical except for their subsystem names. Each subsystem is configured as an atomic subsystem by selecting **Treat as atomic unit** in the Subsystem block dialog box.

By default, the coder generates a single source file, vsum.vhd, that provides the required entity and architecture definition for the vsum component. The listing below shows the makehdl command and its progress messages.

```
>> makehdl('simplevectorsum_3atomics/DUT')
```

```
### Generating HDL for 'simplevectorsum_3atomics/DUT'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### Begin VHDL Code Generation
### Working on simplevectorsum_3atomics/DUT/vsum as hdlsrc\vsum.vhd
### Working on simplevectorsum_3atomics/DUT as hdlsrc\DUT.vhd
### Generating package file hdlsrc\DUT_pkg.vhd
### HDL Code Generation Complete.
```

The file generated for the DUT subsystem (DUT.vhd) contains three instantiations of the vsum component, as shown in the following listing.

```
ARCHITECTURE rtl OF DUT IS

  -- Component Declarations
  COMPONENT vsum
    PORT( In1         :   IN    vector_of_std_logic_vector16(0 TO 9);  -- int16 [10]
          Out1        :   OUT   std_logic_vector(19 DOWNTO 0)  -- sfix20
          );
  END COMPONENT;

  -- Component Configuration Statements
  FOR ALL : vsum
    USE ENTITY work.vsum(rtl);

  -- Signals
  SIGNAL vsum_out1       : std_logic_vector(19 DOWNTO 0);  -- ufix20
  SIGNAL vsum1_out1      : std_logic_vector(19 DOWNTO 0);  -- ufix20
  SIGNAL vsum2_out1      :std_logic_vector(19 DOWNTO 0);  -- ufix20

BEGIN
  u_vsum : vsum
    PORT MAP( In1 => In1,  -- int16 [10]
              Out1 => vsum_out1  -- sfix20
              );

  u_vsum1 : vsum
    PORT MAP( In1 => In2,  -- int16 [10]
              Out1 => vsum1_out1  -- sfix20
```

```
                              );

          u_vsum2 : vsum
            PORT MAP( In1 => In3,  -- int16 [10]
                      Out1 => vsum2_out1  -- sfix20
                      );

          Out1 <= vsum_out1;

          Out2 <= vsum1_out1;

          Out3 <= vsum2_out1;

        END rtl;
```

The `HandleAtomicSubsystem` property for `makehdl` lets you control generation of reusable code for atomic subsystems. `HandleAtomicSubsystem` is enabled by default. If you do not wish to generate reusable code for identical atomic subsystems, you can disable `HandleAtomicSubsystem` in your `makehdl` command, as shown in the following example.

```
makehdl(simplevectorsum_3atomics/DUT,'HandleAtomicSubsystem','off')
```

See also "Resource Sharing with Atomic Subsystems" on page 8-30.

Generating Interfaces for Referenced Models

Simulink model referencing enables you to include models in other models as blocks. Included models are referenced through Model blocks. See "Referencing a Model" in the Simulink documentation for details.

For Model blocks, the coder generates a VHDL component or a Verilog module instantiation. However, `makehdl` does not attempt to generate HDL code for the models referenced from Model blocks. You must generate HDL code for each referenced model individually. To generate code for a referenced model:

1 Select the referencing Model block.

2 Double-click the Model block to open the referenced model.

3 Invoke the `checkhdl` and `makehdl` functions to check and generate code from that model.

Note The `checkhdl` function does not check port data types within the referenced model.

The Model block is useful for multiply instantiated blocks, or for blocks for which you already have manually written HDL code. The generated HDL will contain all the code that is required to interface to the referenced HDL code. Code is generated with the following assumptions:

• Every HDL entity or module requires clock, clock enable, and reset ports. Therefore, these ports are defined for each generated entity or module.

• Use of Simulink data types is assumed. For VHDL code, port data types are assumed to be `STD_LOGIC` or `STD_LOGIC_VECTOR`.

Tip If you encounter typing or naming conflicts between vector ports when interfacing two or more generated VHDL code modules, consider using the `ScalarizePorts` property to generate non-conflicting port definitions.

Code Generation for Enabled and Triggered Subsystems

Code Generation for Enabled Subsystems

An enabled subsystem is a subsystem that receives a control signal via an Enable block. The enabled subsystem executes at each simulation step where the control signal has a positive value. For detailed information on how to construct and configure enabled subsystems, see "Enabled Subsystems" in the Simulink documentation.

The coder supports HDL code generation for enabled subsystems that meet the following conditions:

- The DUT (i.e., the top-level subsystem for which code is generated) must not be an enabled subsystem.

- The coder does not support subsystems that are *both* triggered *and* enabled for HDL code generation.

- The enable signal must be a scalar.

- The data type of the enable signal must be either `boolean` or `ufix1`.

- All inputs and outputs of the enabled subsystem (including the enable signal) must run at the same rate.

- The **States when enabling** parameter of the Enable block must be set to `held` (i.e., the Enable block does not reset states when enabled).

- The **Output when disabled** parameter for the enabled subsystem output port(s) must be set to `held` (i.e., the enabled subsystem does not reset output values when disabled).

- The following blocks are not supported in enabled subsystems targeted for HDL code generation:

  - dspmlti4/CIC Decimation

- dspmlti4/CIC Interpolation

- dspmlti4/FIR Decimation

- dspmlti4/FIR Interpolation

- dspsigops/Downsample

- dspsigops/Upsample

- HDL Cosimulation blocks for EDA Simulator Link

- simulink/Signal Attributes/Rate Transition

- hdldemolib/FFT

- hdldemolib/HDL Streaming FFT

- hdldemolib/Dual Port RAM

- hdldemolib/Simple Dual Port RAM

- hdldemolib/Single Port RAM

- Subsystem black box (`SubsystemBlackBoxHDLInstantiation`)

See the Automatic Gain Controller demo model for an example of the use of enabled subsystems in HDL code generation. The location of the demo is:

```
MATLABROOT\toolbox\hdlcoder\hdlcoderdemos\hdlcoder_agc.mdl
```

Code Generation for Triggered Subsystems

A triggered subsystem is a subsystem that receives a control signal via a Trigger block. The enabled triggered executes for one clock cycle each time a trigger event occurs. For detailed information on how to define trigger events and configure triggered subsystems, see "Triggered Subsystems" in the Simulink documentation.

The coder supports HDL code generation for triggered subsystems that meet the following conditions:

• The DUT (i.e., the top-level subsystem for which code is generated) must not be a triggered subsystem.

- The coder does not support subsystems that are *both* triggered *and* enabled for HDL code generation.

- The trigger signal must be a scalar.

- The data type of the trigger signal must be either `boolean` or `ufix1`.

- All inputs and outputs of the triggered subsystem (including the trigger signal) must run at the same rate. (See "Note on Use of the Signal Builder Block" on page 11-17 for information on a special case.)

- The following blocks are not supported in triggered subsystems targeted for HDL code generation:

  - Discrete-Time Integrator

  - dspmlti4/CIC Decimation

  - dspmlti4/CIC Interpolation

  - dspmlti4/FIR Decimation

  - dspmlti4/FIR Interpolation

  - dspsigops/Downsample

  - dspsigops/Upsample

  - HDL Cosimulation blocks for EDA Simulator Link

  - simulink/Signal Attributes/Rate Transition

  - hdldemolib/FFT

  - hdldemolib/HDL Streaming FFT

  - hdldemolib/Dual Port RAM

  - hdldemolib/Simple Dual Port RAM

  - hdldemolib/Single Port RAM

  - Subsystem black box (`SubsystemBlackBoxHDLInstantiation`)

Tip For best results the trigger signal should be a synchronous signal.

Best Practices for Using Enabled and Triggered Subsystems

It is good practice to consider the following when using enabled and triggered subsystems in models targeted for HDL code generation:

- For synthesis results to match Simulink results, Enable and Trigger ports should be driven by registered logic (with a synchronous clock) on the FPGA.

- The use of enabled or triggered subsystems can affect synthesis results in the following ways:

  - In some cases the system clock speed may drop by a small percentage.

  - Generated code will use more resources, scaling with the number of enabled or triggered subsystem instances and the number of output ports per subsystem.

Note on Use of the Signal Builder Block

When you connect outputs from a Signal Builder block to a triggered subsystem, you may need to use a Rate Transition block. To ensure that all triggered subsystem ports run at the same rate:

- If the trigger source is a Signal Builder block, but the other triggered subsystem inputs come from other sources, insert a Rate Transition block into the signal path before the trigger input.

- If all inputs (including the trigger) come from a Signal Builder block, they all have the same rate, so no special action is needed

Code Generation for HDL Cosimulation Blocks

The coder supports HDL code generation for the following HDL Cosimulation blocks:

- EDA Simulator Link for use with Mentor Graphics ModelSim
- EDA Simulator Link for use with Cadence Incisive
- EDA Simulator Link for use with Synopsys Discovery

> **Note** Support for Synopsys Discovery will be removed in a future release. The Discovery HDL Cosimulation block is supported in R2011a for backward compatibility only.

Each of the HDL Cosimulation blocks cosimulates a hardware component by applying input signals to, and reading output signals from, an HDL model that executes under an HDL simulator.

See the "5. Define the HDL Cosimulation Block Interface for Component Simulation" section of the EDA Simulator Link documentation for information on timing, latency, data typing, frame-based processing, and other issues that may be of concern to you when setting up an HDL cosimulation.

You can use an HDL Cosimulation block with the coder to generate an interface to your manually written or legacy HDL code. When an HDL Cosimulation block is included in a model, the coder generates a VHDL or Verilog interface, depending on the selected target language.

When the target language is VHDL, the generated interface includes:

- An entity definition. The entity defines ports (input, output, and clock) corresponding in name and data type to the ports configured on the HDL Cosimulation block. Clock enable and reset ports are also declared.
- An RTL architecture including a component declaration, a component configuration declaring signals corresponding to signals connected to the HDL Cosimulation ports, and a component instantiation.
- Port assignment statements as required by the model.

When the target language is Verilog, the generated interface includes:

- A module defining ports (input, output, and clock) corresponding in name and data type to the ports configured on the HDL Cosimulation block. The module also defines clock enable and reset ports, and `wire` declarations corresponding to signals connected to the HDL Cosimulation ports.

- A module instance.

- Port assignment statements as required by the model.

The requirements for using the HDL Cosimulation block for code generation are the same as those for cosimulation. If you want to check these conditions before initiating code generation, select **Update Diagram** from the **Edit** menu.

Generating a Simulink Model for Cosimulation with an HDL Simulator

Overview

Note To use this feature, your installation must include for one or both of the following:

- EDA Simulator Link for use with Mentor Graphics ModelSim

- EDA Simulator Link for use with Cadence Incisive

Simulink HDL Coder supports automatic generation of a cosimulation model as a part of the test bench generation process. Automated cosimulation model generation provides a Simulink model, configured for both Simulink simulation and cosimulation of your design with an HDL simulator. The generated model includes:

- A behavioral model of your design, realized in a Simulink subsystem.

- A corresponding HDL Cosimulation block, configured to cosimulate the design using EDA Simulator Link. The coder configures the HDL Cosimulation block for use with one of the following cosimulation tools:

  - EDA Simulator Link for use with Mentor Graphics ModelSim

  - EDA Simulator Link for use with Cadence Incisive

- Test input data, calculated from the test bench stimulus that you specify.

- Scope blocks, which let you observe and compare the DUT and HDL cosimulation outputs, and the error (if any) between these signals.

- Goto and From blocks that capture the stimulus and response signals from the DUT and use these signals to drive the cosimulation.

- A comparison/assertion mechanism that reports discrepancies between the original DUT output and the cosimulation output .

In addition to the generated model, the coder generates a TCL script that launches and configures your cosimulation tool. Comments in the script file document clock, reset, and other timing signal information defined by the coder for the cosimulation tool.

Generating a Cosimulation Model from the GUI

This example demonstrates the process for generating a cosimulation model. The example model, `hdl_cosim_demo1`, implements a simple multiply and accumulate (MAC) algorithm. Open the model by entering the name at the MATLAB command line:

```
hdl_cosim_demo1
```

The following figure shows the top-level model.
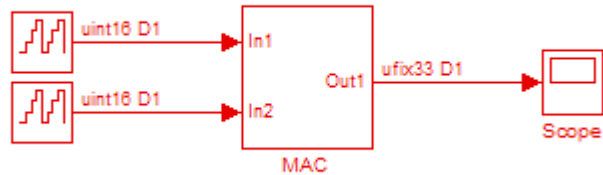
The DUT is the MAC subsystem.
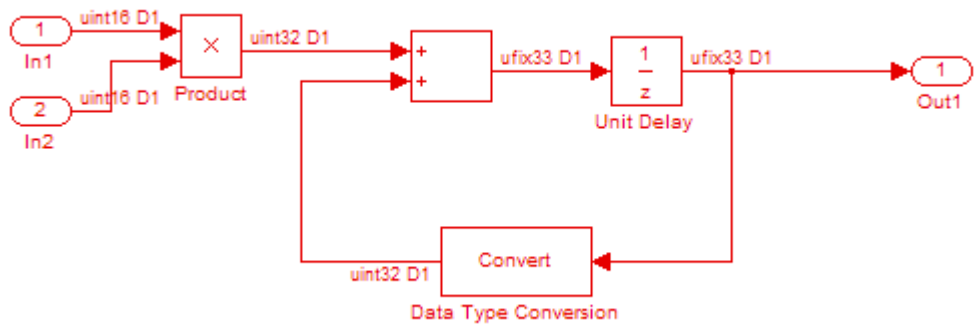
Cosimulation model generation takes place during generation of the test bench. As a best practice, generate HDL code before generating a test bench, as follows:

1 In the **HDL Code Generation** pane of the Configuration Parameters dialog box, select the DUT for code generation. In this case, it is `hdl_cosim_demo1/MAC`.
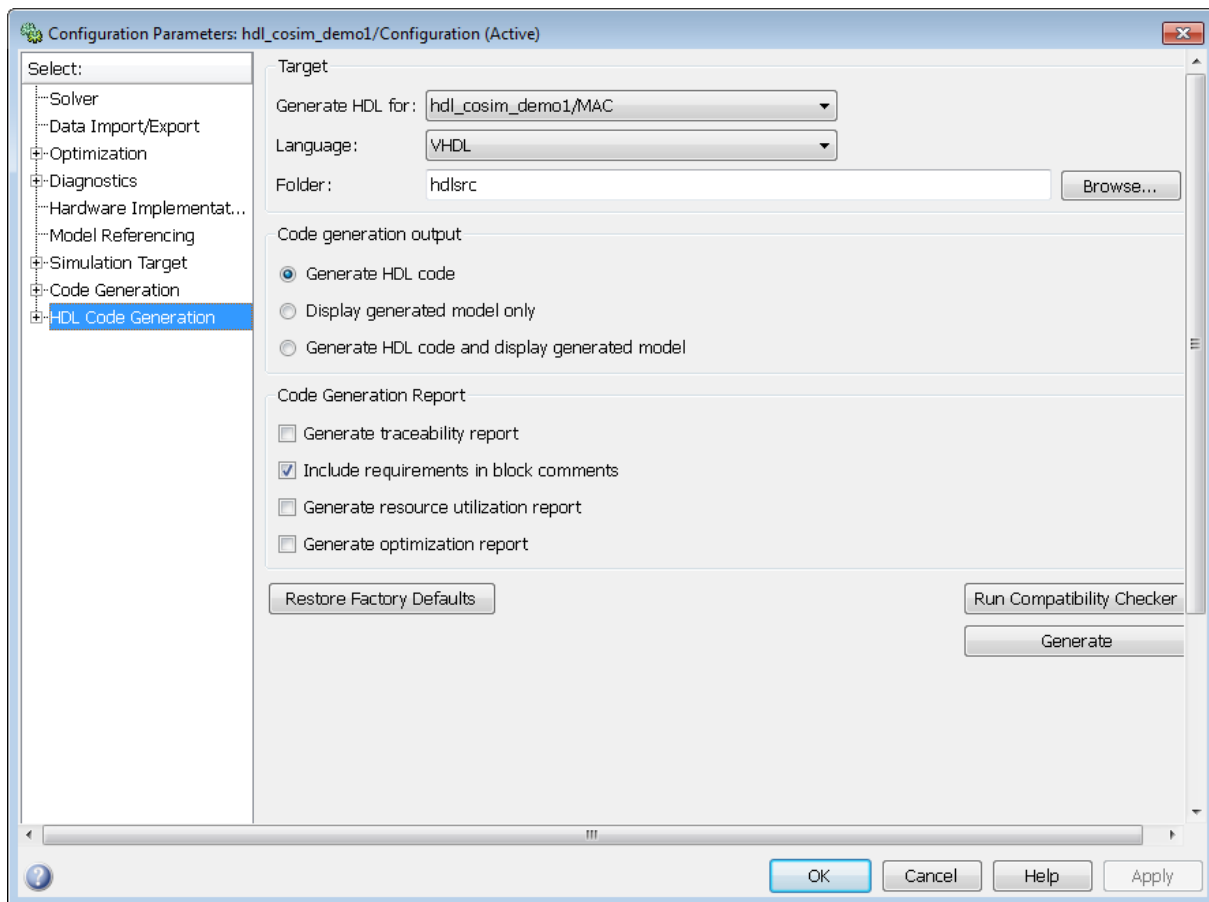
2 Click **Apply**.

3 Click **Generate**. The coder displays progress messages, as shown in the following listing:

```
### Applying HDL Code Generation Control Statements
### Starting HDL Check.
### HDL Check Complete with 0 error, 0 warning and 0 message.

### Begin VHDL Code Generation
### Working on hdl_cosim_demo1/MAC as hdlsrc\MAC.vhd
```

```
### HDL Code Generation Complete.
```

Next, configure the test bench options to include generation of a cosimulation model:

1 Select the **HDL Code Generation > Test Bench** pane of the Configuration Parameters dialog box.

2 Select the **Cosimulation model for use with:** option. Selecting this check box enables the pulldown menu to the right.
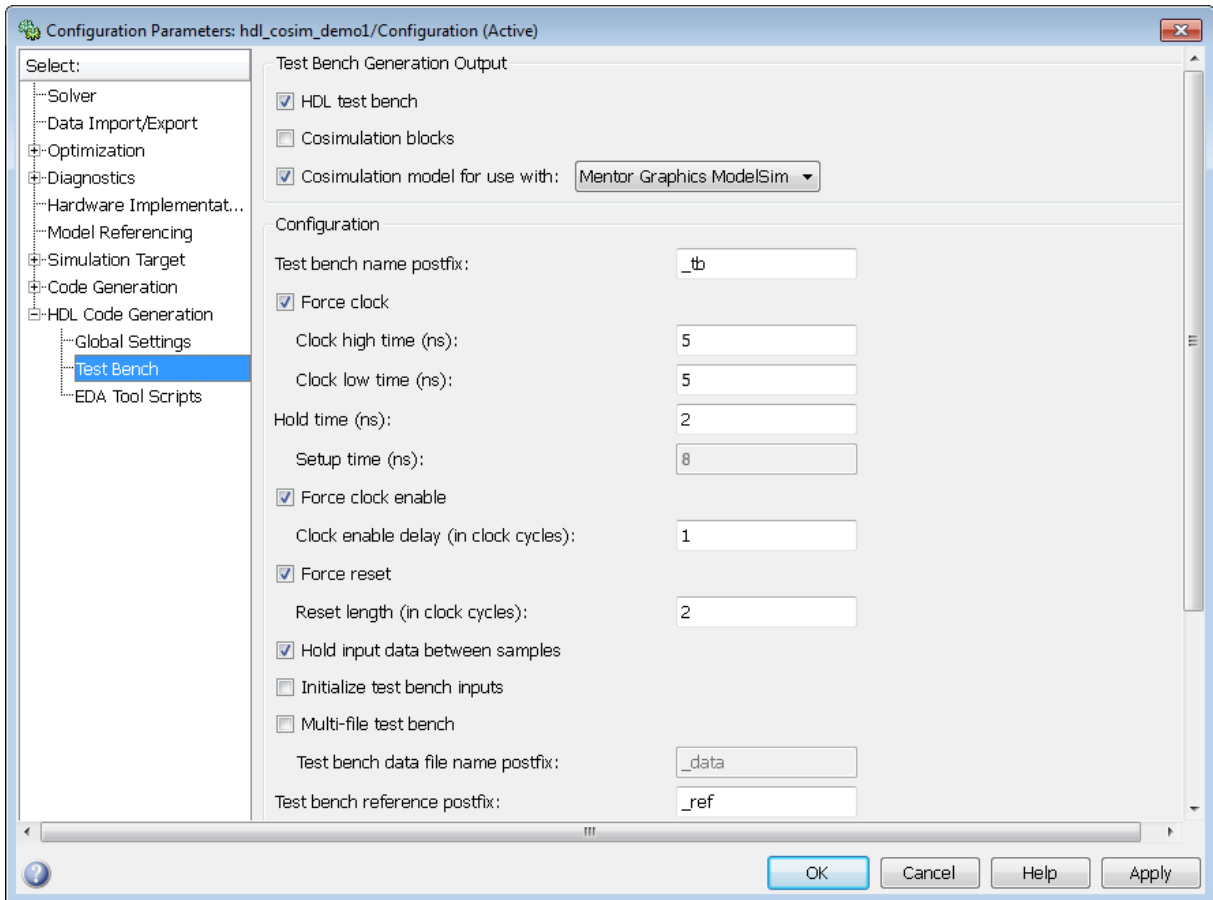
3 Select the desired cosimulation tool from the drop-down menu.

4 Configure any required test bench options. The coder documents all relevant option settings in a generated script file (see "The Cosimulation Script File" on page 11-35).

5 Click **Apply**.

Next, generate test bench code and the cosimulation model:

1 Click **Generate Test Bench**. The coder displays progress messages as shown in the following listing:

```
### Begin TestBench Generation
### Generating new cosimulation model: gm_hdl_cosim_demo1_mqO.mdl
### Generating new cosimulation tcl script: hdlsrc/gm_hdl_cosim_demo1_mqO_tcl.m
### Cosimulation Model Generation Complete.

### Generating Test bench: hdlsrc\MAC_tb.vhd
### Please wait ...
### HDL TestBench Generation Complete.
```

When test bench generation completes, the coder opens the generated cosimulated model. The following figure shows the generated model.
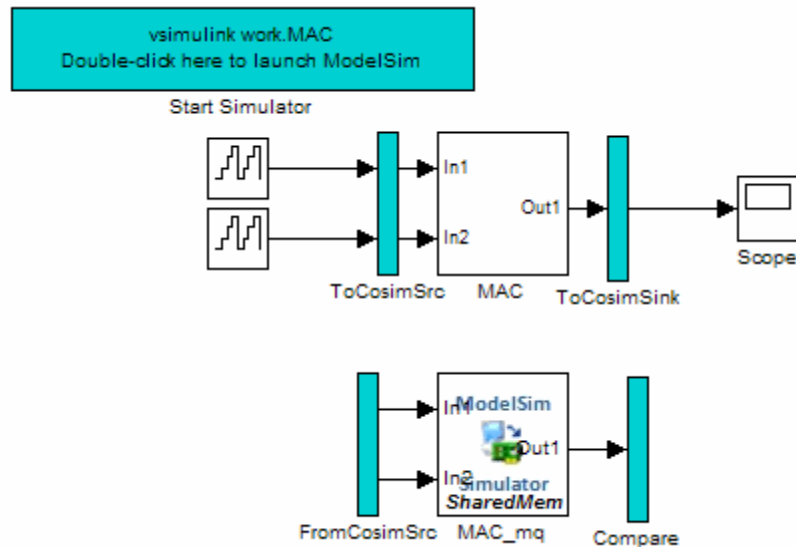
2 Save the generated model. The generated model exists only in memory unless you save it.

As indicated by the code generation messages, the coder generates the following files in addition to the usual HDL test bench file:

- A cosimulation model (`gm_hdl_cosim_demo1_mq0.mdl`)

- A file that contains a TCL cosimulation script and information about settings of the cosimulation model (`gm_hdl_cosim_demo1_mq0_tcl.m`)

Generated file names derive from the model name, as described in "Naming Conventions for Generated Cosimulation Models and Scripts" on page 11-40.

The next section, "Structure of the Generated Model" on page 11-27, describes the features of the model. Before running a cosimulation, become familiar with these features.

Structure of the Generated Model

You can set up and launch a cosimulation using a few controls located in the generated model. This section examines the model generated from the example MAC subsystem.

Simulation Path

The model comprises two parallel signal paths. The *simulation path*, located in the upper half of the model window, is nearly identical to the original DUT. The purpose of the simulation path is to execute a normal Simulink simulation and provide a reference signal for comparison to the cosimulation results. The following figure shows the simulation path.
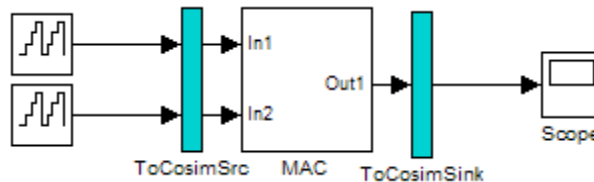
The two subsystems labelled `ToCosimSrc` and `ToCosimSink` do not change the performance of the simulation path in any way. Their purpose is to capture stimulus and response signals of the DUT and route them to and from the HDL cosimulation block (see "Signal Routing Between Simulation and Cosimulation Paths" on page 11-30).

Cosimulation Path

The *cosimulation path*, located in the lower half of the model window, contains the generated HDL Cosimulation block. The following figure shows the cosimulation path.
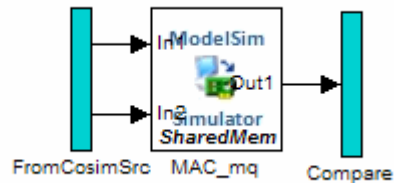
The `FromCosimSrc` subsystem receives the same input signals that drive the DUT. In the `gm_hdl_cosim_demo1_mq0` model, the subsystem simply passes the inputs on to the HDL Cosimulation block. Signals of some other data types require further processing at this stage (see "Signal Routing Between Simulation and Cosimulation Paths" on page 11-30).

The `Compare` subsystem at the end of the cosimulation path compares the cosimulation output to the reference output produced by the simulation path. If the comparison detects any discrepancy, an Assertion block in the `Compare` subsystem displays a warning message. If desired, you can disable assertions and control other operations of the `Compare` subsystem. See "Controlling Assertions and Scope Displays" on page 11-31 for details.

The coder populates the HDL Cosimulation block with the compiled I/O interface of the DUT. The following figure shows the **Ports** pane of the `Mac_mq` HDL Cosimulation block.
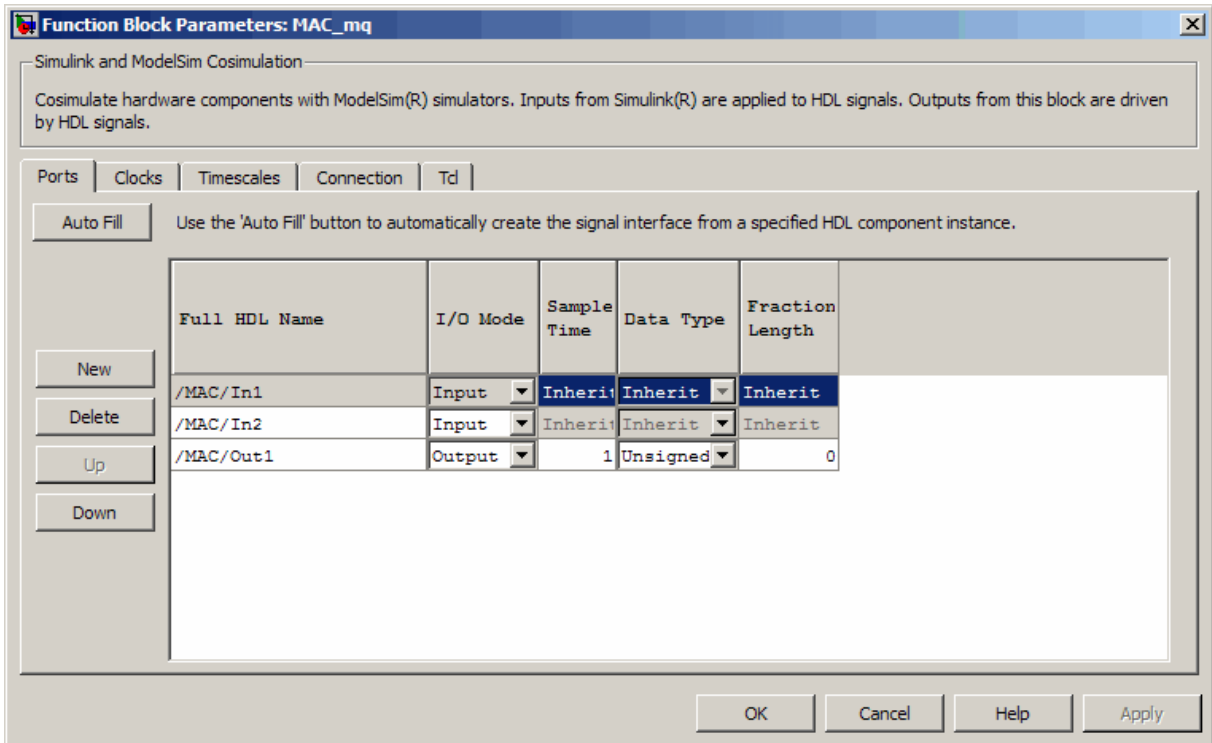
The coder sets the **Full HDL Name**, **Sample Time**, **Data Type**, and other fields as required by the model. The coder also configures other HDL Cosimulation block parameters under the **Timescales** and **Tcl** panes.

Tip The coder always configures the generated HDL Cosimulation block for the `Shared Memory` connection method.

Start Simulator Control

When you double-click the Start Simulator control, it launches the selected cosimulation tool and passes in a startup command to the tool. The Start Simulator icon displays the startup command, as shown in the following figure.
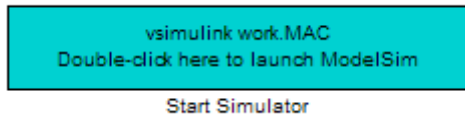
Start Simulator

The commands executed when you double-click the Start Simulator icon launch and set up the cosimulation tool, but they do not start the actual cosimulation. "Launching a Cosimulation" on page 11-33 describes how to run a cosimulation with the generated model.

Signal Routing Between Simulation and Cosimulation Paths

The generated model routes signals between the simulation and cosimulation paths using Goto and From blocks. For example, the Goto blocks in the `ToCosimSrc` subsystem route each DUT input signal to a corresponding From block in the `FromCosimSrc` subsystem. The following figures show the Goto and From blocks in each subsystem.
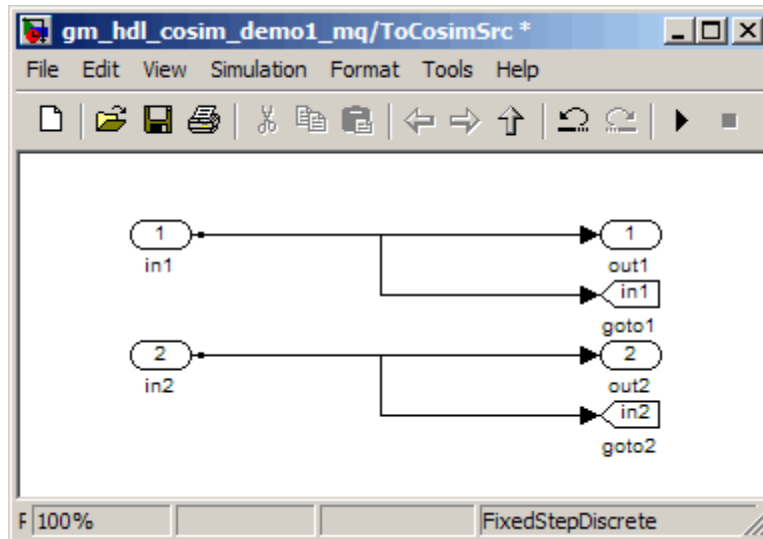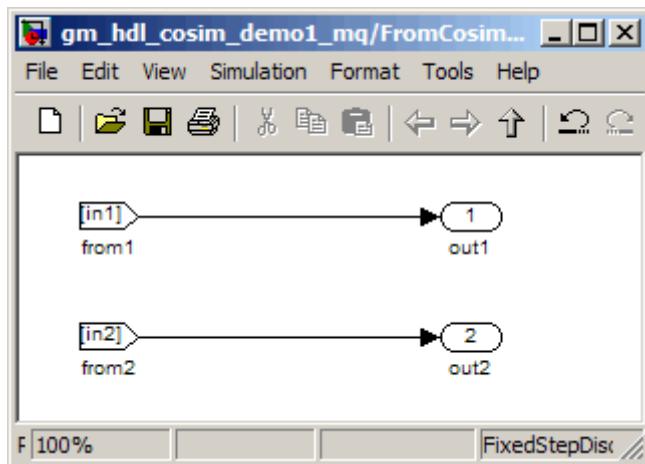
The preceding figures show simple scalar inputs. Signals of complex and vector data types require further processing. See "Complex and Vector Signals in the Generated Cosimulation Model" on page 11-38 for further information.

Controlling Assertions and Scope Displays

The Compare subsystem lets you control the display of signals on scopes, and warning messages from assertions. The following figure shows the Compare subsystem for the gm_hdl_cosim_demo1_mq0 model.
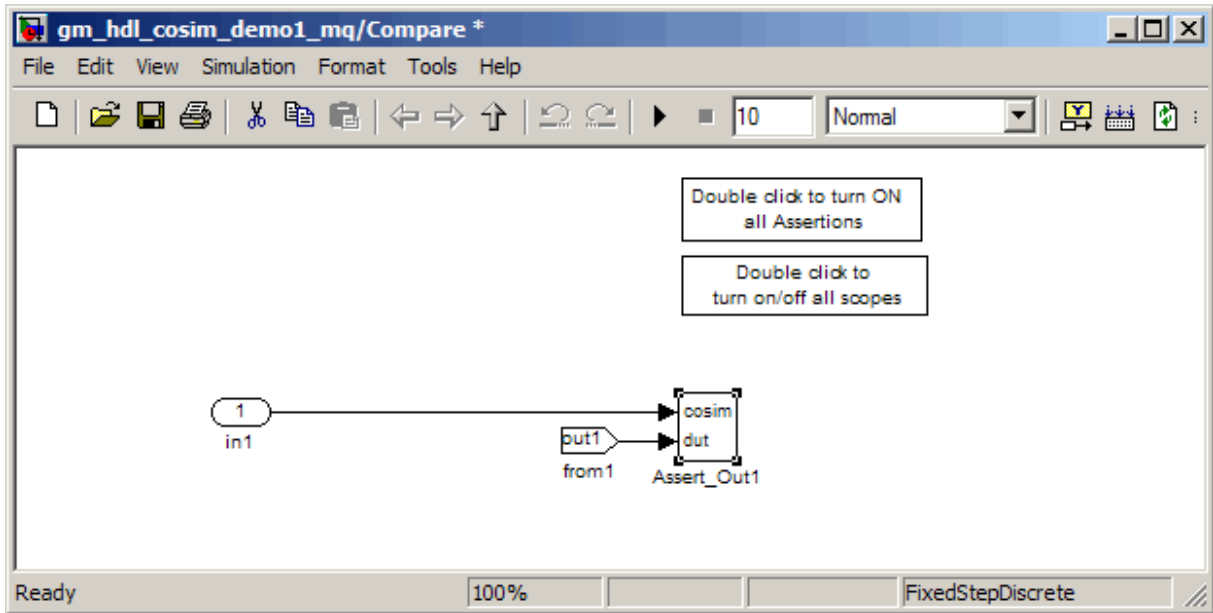
For each output of the DUT, the coder generates an assertion checking subsystem (`Assert_OutN`). The subsystem computes the difference (`err`) between the original DUT output (`dut ref`) and the corresponding cosimulation output (`cosim`). The subsystem routes the comparison result to an Assertion block. If the comparison result is not zero, the Assertion block reports the discrepancy.

The following figure shows the `Assert_Out1` subsystem for the `gm_hdl_cosim_demo1_mq0` model.
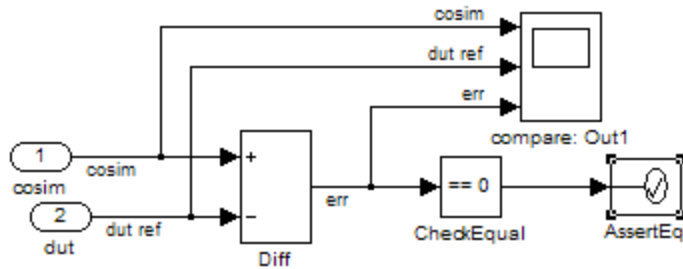
This subsystem also routes the `dut ref`, `cosim`, and `err` signals to a Scope for display at the top level of the model.

By default, the generated cosimulation model enables all assertions and displays all Scopes. Use the buttons on the `Compare` subsystem to disable assertions or hide Scopes.

Tip Assertion messages are warnings and do not stop simulation.

Launching a Cosimulation

To run a cosimulation with the generated model:

1 Double-click the `Compare` subsystem to configure Scopes and assertion settings.

If you want to disable Scope displays or assertion warnings before starting your cosimulation, use the buttons on the `Compare` subsystem (shown in the following figure).

2 Double-click the Start Simulator control.
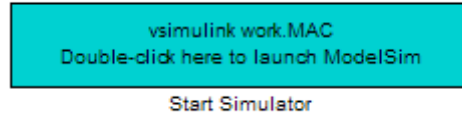
Start Simulator

The Start Simulator control launches your HDL simulator (in this case, EDA Simulator Link for use with Mentor Graphics ModelSim).

The HDL simulator in turn executes a startup script. In this case the startup script consists of the TCL commands located in `gm_hdl_cosim_demo1_mq0_tcl.m`. When the HDL simulator finishes executing the startup script, it displays a message like the following.

```
# Ready for cosimulation...
```

3 In the Simulink Editor for the generated model, start simulation.

As the cosimulation runs, the HDL simulator displays messages like the following.

```
# Running Simulink Cosimulation block.
# Chip Name: --> hdl_cosim_demo1/MAC
# Target language: --> vhdl
# Target directory: --> hdlsrc
# Fri Jun 05 4:26:34 PM Eastern Daylight Time 2009
# Simulation halt requested by foreign interface.
# done
```

At the end of the cosimulation, if you have enabled Scope displays, the compare scope displays the following signals:

- `cosim`: The result signal output by the HDL Cosimulation block.

- `dut ref`: The reference output signal from the DUT.

- `err`: The difference (error) between these two outputs.

The following figure shows these signals.
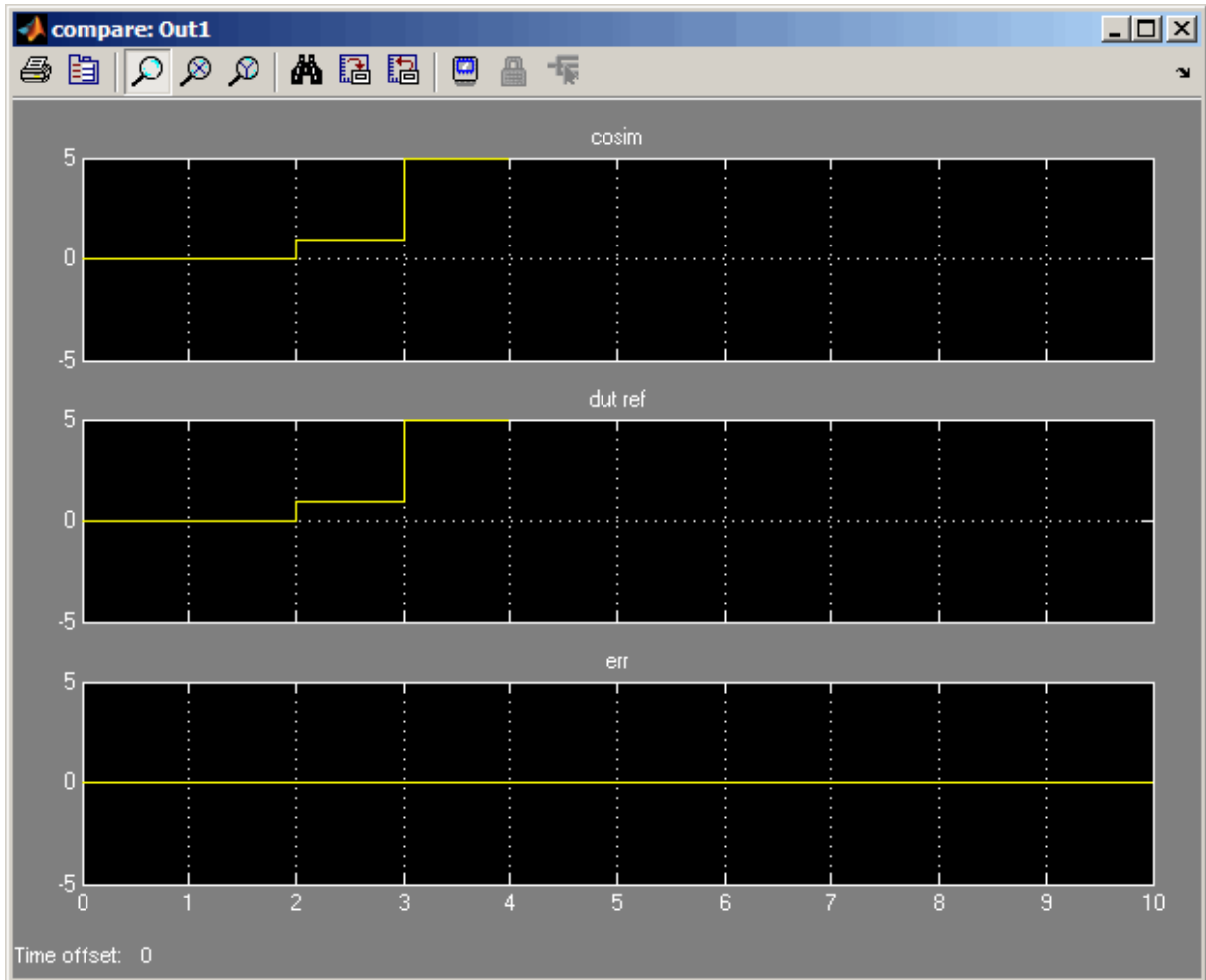
The Cosimulation Script File

The generated script file has two sections:

- A comment section that documents model settings that are relevant to cosimulation.

- A function that stores several lines of TCL code into a variable, `tclCmds`. The cosimulation tools execute these commands when you launch a cosimulation.

Header Comments Section

The following listing shows the comment section of a script file generated for the `hdl_cosim_demo1` model:

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Auto generated cosimulation 'tclstart' script
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Source Model       : hdl_cosim_demo1.mdl
% Generated Model    : gm_hdl_cosim_demo1.mdl
% Cosimulation Model : gm_hdl_cosim_demo1_mq.mdl
%
% Source DUT         : gm_hdl_cosim_demo1_mq/MAC
% Cosimulation DUT   : gm_hdl_cosim_demo1_mq/MAC_mq
%
% File Location      : hdlsrc/gm_hdl_cosim_demo1_mq_tcl.m
% Created            : 2009-06-16 10:51:01
%
% Generated by MATLAB 7.9 and Simulink HDL Coder 1.6
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ClockName          : clk
% ResetName          : reset
% ClockEnableName    : clk_enable
%
% ClockLowTime       : 5ns
% ClockHighTime      : 5ns
% ClockPeriod        : 10ns
%
% ResetLength        : 20ns
% ClockEnableDelay   : 10ns
% HoldTime           : 2ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
% ModelBaseSampleTime   : 1
% OverClockFactor       : 1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Mapping of DutBaseSampleTime to ClockPeriod
%
% N = (ClockPeriod / DutBaseSampleTime) * OverClockFactor
% 1 sec in Simulink corresponds to 10ns in the HDL
% Simulator(N = 10)
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%


%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ResetHighAt           : (ClockLowTime + ResetLength + HoldTime)
% ResetRiseEdge         : 27ns
% ResetType             : async
% ResetAssertedLevel    : 1
%
% ClockEnableHighAt     : (ClockLowTime + ResetLength + ClockEnableDelay + HoldTime)
% ClockEnableRiseEdge   : 37ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

The comments section comprises the following subsections:

- *Header comments*: This section documents the files names for the source and generated models and the source and generated DUT.

- *Test bench settings*: This section documents the makehdltb property values that affect cosimulation model generation. The generated TCL script uses these values to initialize the cosimulation tool.

- *Sample time information:*: The next two sections document the base sample time and oversampling factor of the model. The coder uses ModelBaseSampleTime and OverClockFactor to map the clock period of the model to the HDL cosimulation clock period.

- *Clock, clock enable, and reset waveforms*: This section documents the computations of the duty cycle of the clk, clk_enable, and reset signals.

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TCL Commands Section

The following listing shows the TCL commands section of a script file generated for the `hdl_cosim_demo1` model:

```
function tclCmds = gm_hdl_cosim_demo1_mq_tcl
tclCmds = {
    'do MAC_compile.do',...% Compile the generated code
    'vsimulink work.MAC',...% Initiate cosimulation
    'add wave  /MAC/clk',...% Add wave commands for chip input signals
    'add wave  /MAC/reset',...
    'add wave  /MAC/clk_enable',...
    'add wave  /MAC/In1',...
    'add wave  /MAC/In2',...
    'add wave  /MAC/ce_out',...% Add wave commands for chip output signals
    'add wave  /MAC/Out1',...
    'set UserTimeUnit ns',...% Set simulation time unit
    'force /MAC/clk 0 0ns, 1 5ns -r 10ns;',...% Clock force command
    'force /MAC/clk_enable 0 0ns, 1 37ns;',...% Clock enable force command
    'force /MAC/reset 1 0ns, 0 27ns;',...% Reset force command
    'puts "Note: Running pre-simulation for 40ns  to reset the chip"',...
    'run 40ns;',...% Run simulation to reset the chip
    'puts ""',...
    'puts "Ready for cosimulation..."',...
};
end
```

Complex and Vector Signals in the Generated Cosimulation Model

Input signals of complex or vector data types require insertion of additional elements into the cosimulation path. this section describes these elements.

Complex Signals

The generated cosimulation model automatically breaks complex inputs into real and imaginary parts. The following figure shows a `FromCosimSrc` subsystem that receives two complex input signals. The subsystem breaks the inputs into real and imaginary parts before passing them to the subsystem outputs.
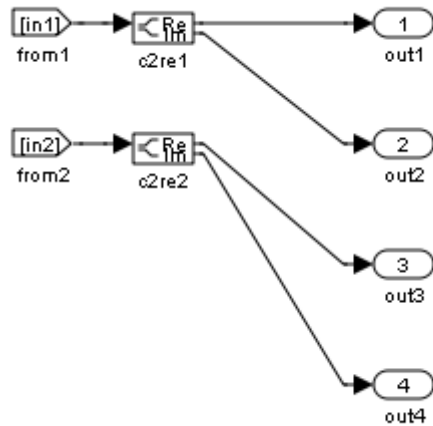
The model maintains the separation of real and imaginary components throughout the cosimulation path. The Compare subsystem performs separate comparisons and separate scope displays for the real and imaginary signal components.

Vector Signals

The generated cosimulation model flattens vector inputs. The following figure shows a FromCosimSrc subsystem that receives two vector input signals of dimension 2. The subsystem flattens the inputs into scalars before passing them to the subsystem outputs.
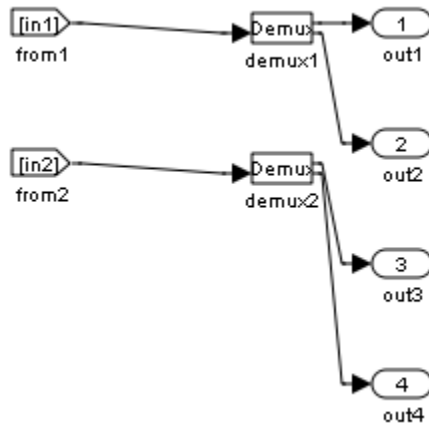
Generating a Cosimulation Model from the Command Line

To generate a cosimulation model from the command line, pass the `GenerateCosimModel` property to the `makehdltb` function. `GenerateCosimModel` takes one of the following property values:

- `'ModelSim`: generate a cosimulation model configured for EDA Simulator Link for use with Mentor Graphics ModelSim.

- `'Incisive'`: generate a cosimulation model configured for EDA Simulator Link for use with Cadence Incisive.

In the following command, `makehdltb` generates a cosimulation model configured for EDA Simulator Link for use with Mentor Graphics ModelSim.

```
makehdltb('hdl_cosim_demo1/MAC','GenerateCosimModel','ModelSim');
```

Naming Conventions for Generated Cosimulation Models and Scripts

The naming convention for generated cosimulation models is

prefix_*modelname_toolid_ suffix*.mdl, where

- `prefix_` is the string `gm`.

- *modelname* is the name of the generating model.

- *toolid* is an identifier indicating the HDL simulator chosen by the
  Cosimulation model for use with: option. Valid *toolid* strings are
  `'mq'` and `'in'`.

- *suffix* is an integer that ensures that each generated model has a unique
  name. The suffix increments with each successive test bench generation for
  a given model. For example, if the original model name is `test`, then the
  sequence of generated cosimulation model names is `gm_test_toolid_0`,
  `gm_test_toolid_1`, and so on.

The naming convention for generated cosimulation scripts is the same as that
for models, except that the file name extension is `.m`.

Limitations for Cosimulation Model Generation

When you configure a model for cosimulation model generation, observe the
following limitations:

- Explicitly specify the sample times of all source blocks to the DUT in the
  simulation path. Use of the default sample time (`-1`) in the source blocks
  may cause sample time propagation problems in the cosimulation path of
  the generated model.

- The coder does not support continuous sample times for cosimulation
  model generation. Do not use sample times `0` or `Inf` in source blocks in
  the simulation path.

- Combinatorial output paths (caused by absence of registers in the
  generated code) have a latency of one extra cycle in cosimulation. This
  causes a one cycle discrepancy in the comparison between the simulation
  and cosimulation outputs. To avoid this discrepancy, select the **Enable
  direct feedthrough for HDL design with pure combinational
  datapath** option on the **Ports** pane of the HDL Cosimulation block.

  Alternatively, you can avoid the latency by specifing output pipelining (see
  "OutputPipeline" on page 5-85). This will fully register all outputs during
  code generation.

- Double data types are not supported for the HDL Cosimulation block. Avoid use of double data types in the simulation path when generating HDL code and a cosimulation model.

Customizing the Generated Interface

Interface generation parameters let you customize port names and other attributes of interfaces generated for the following block types:

- simulink/Ports & Subsystems/Model
- built-in/Subsystem
- lfilinklib/HDL Cosimulation
- modelsimlib/HDL Cosimulation

The HDL Properties dialog box displays the interface generation parameters for these block types. The following dialog box shows the default settings for the `BlackBox` implementation for a Subsystem block.
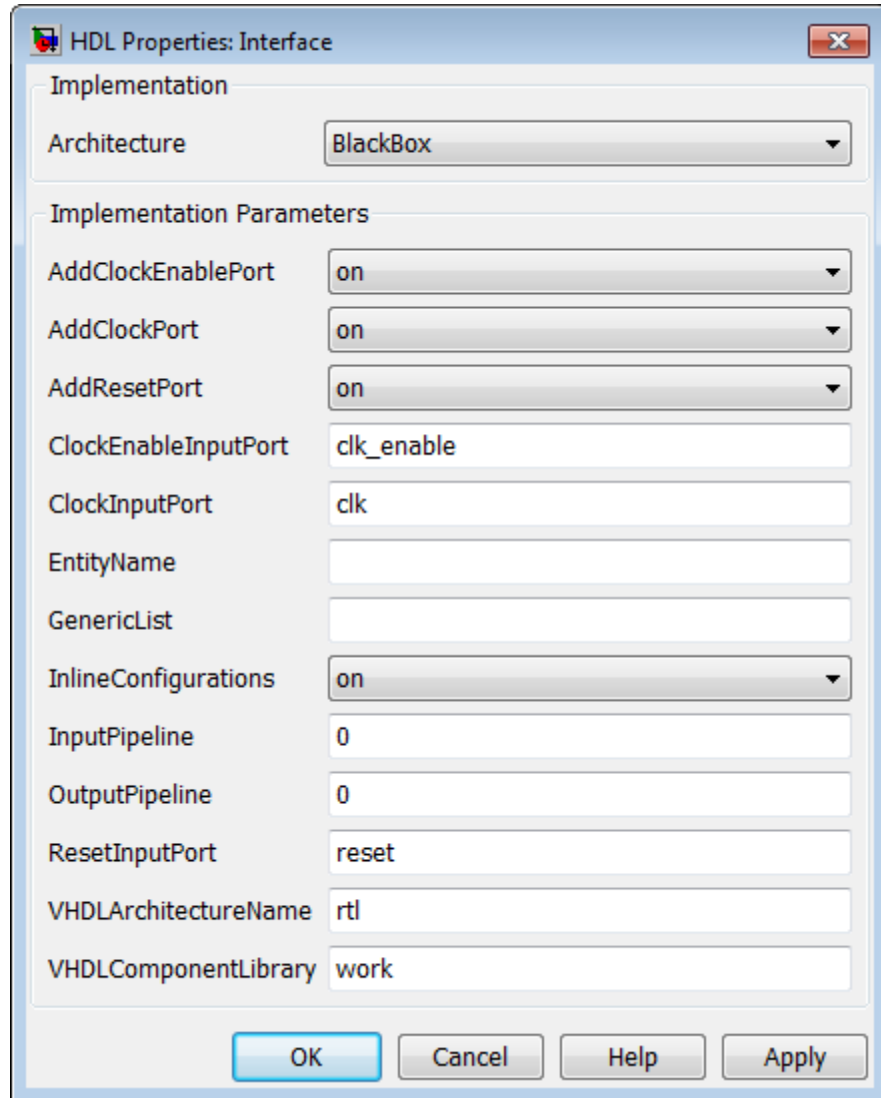
The following table summarizes the names, value settings, and purpose of the interface generation parameters. All parameters have string data type.

Parameter Name	Values	Description
AddClockEnablePort	`'on'` | `'off'` Default: `'on'`	If `'on'`, add a clock enable input port to the interface generated for the block. The name of the port is specified by `ClockEnableInputPort`.
AddClockPort	`'on'` | `'off'` Default: `'on'`	If `'on'`, add a clock input port to the interface generated for the block. The name of the port is specified by `ClockInputPort`.
AddResetPort	`'on'` | `'off'` Default: `'on'`	If `'on'`, add a reset input port to the interface generated for the block. The name of the port is specified by `ResetInputPort`.
ClockEnableInputPort	Default: `'clk_enable'`	Specifies HDL name for block's clock enable input port.
ClockInputPort	Default: `'clk'`	Specifies HDL name for block's clock input signal.
EntityName	Default: Entity name is derived from the block name, modified if necessary to generate a legal VHDL entity name.	Specifies VHDL entity or Verilog module name generated for the block.
GenericList	Default: An empty cell array of string data. Each element of the cell array is another cell array of the form `{'Name', 'Value', 'Type'}`, where `'Type'` is optional. If you omit `'Type'`, `'integer'` is passed as the data type.	Specifies a list of parameter/value pairs (with optional data type specification) in string format to pass to a subsystem with a `BlackBox` implementation.

Parameter Name	Values	Description
InlineConfigurations (VHDL only)	'on' | 'off' Default: If this parameter is unspecified, defaults to the value of the global InlineConfigurations property.	If 'off', suppress generation of a configurations for the block, and require a user-supplied external configuration.
InputPipeline	Default: '0'	Specifies the number of input pipeline stages (pipeline depth) in the generated code.
OutputPipeline	Default: '0'	Specifies the number of output pipeline stages (pipeline depth) in the generated code.
ResetInputPort	Default: 'reset'	Specifies HDL name for block's reset input.
VHDLArchitectureName (VHDL only)	Default: 'rtl'	Specifies RTL architecture name generated for the block. The architecture name is generated only if InlineConfigurations = 'on'.
VHDLComponentLibrary (VHDL only)	Default: 'work'	Specifies the library from which to load the VHDL component.

Pass-Through and No-Op Implementations

The coder provides special-purpose implementations that let you use a block as a wire, or simply omit a block entirely, in the generated HDL code. These implementations are summarized in the following table.

Implementation	Description
Pass-through implementations	Provides a pass-through implementation in which the block's inputs are passed directly to its outputs. (In effect, the block becomes a wire in the HDL code.) The coder supports the following blocks with a pass-through implementation: • Convert 1-D to 2-D • Reshape • Signal Conversion • Signal Specification
No HDL	This implementation completely removes the block from the generated code. This lets you use the block in simulation but treat it as a "no-op" in the HDL code. This implementation is used for many blocks (such as Scopes and Assertions) that are significant in simulation but would be meaningless in HDL code. You can also use this implementation as an alternative implementation for subsystems.

The coder uses these implementations for many built-in blocks (such as Scopes and Assertions) that are significant in simulation but would be meaningless in HDL code.

Limitation on Generated Verilog Interfaces

This section describes a limitation in the current release that applies to generation of Verilog interfaces for the following blocks:

- EDA Simulator Link HDL Cosimulation blocks

- Model block

When the target language is Verilog, only scalar ports are supported for code generation for these block types. Use of vector ports that are on these blocks will be reported as errors on the compatibility checker (checkhdl) report, and will raise a code generator (makehdl) error.

12

Stateflow HDL Code Generation Support

Introduction to Stateflow HDL Code Generation

In this section...
"Overview" on page 12-2
"Demos and Related Documentation" on page 12-2

Overview

Stateflow charts provide concise descriptions of complex system behavior using hierarchical finite state machine (FSM) theory, flow diagram notation, and state-transition diagrams.

You use a chart to model a finite state machine or a complex control algorithm intended for realization as an ASIC or FPGA. When the model meets design requirements, you then generate HDL code (VHDL or Verilog) that implements the design embodied in the model. You can simulate and synthesize generated HDL code using industry standard tools, and then map your system designs into FPGAs and ASICs.

In general, generation of VHDL or Verilog code from a model containing a chart does not differ greatly from HDL code generation from any other model. The HDL code generator is designed to

- Support the largest possible subset of chart semantics that is consistent with HDL. This broad subset lets you generate HDL code from existing models without significant remodeling effort.

- Generate bit-true, cycle-accurate HDL code that is fully compatible with Stateflow simulation semantics.

Demos and Related Documentation

Demos
The following demos, illustrating HDL code generation from subsystems that include Stateflow charts, are available:

- Greatest Common Divisor

- Pipelined Configurable FIR
- 2D FDTD Behavioral Model
- CPU Behavioral Model

To open the demo models, type the following command:

```
demos
```

This command opens the **Help** window. In the **Demos** pane on the left, select **Simulink > Simulink HDL Coder**. Then, double-click the icon for any of the following demos, and follow the instructions in the demo window.

Related Documentation

If you are familiar with Stateflow charts and Simulink models but have not yet tried HDL code generation, see the hands-on exercises in Chapter 2, "Introduction to HDL Code Generation".

If you are not familiar with Stateflow charts, see *Stateflow Getting Started Guide*. See also the Simulink® Coder™ documentation.

Quick Guide to Requirements for Stateflow HDL Code Generation

In this section...
"Overview" on page 12-4
"Location of Charts in the Model" on page 12-4
"Data Type Usage" on page 12-4
"Chart Initialization" on page 12-5
"Registered Output" on page 12-5
"Restrictions on Imported Code" on page 12-6
"Using Input and Output Events" on page 12-6
"Using For Loops" on page 12-7
"Other Restrictions" on page 12-7

Overview

This section summarizes the requirements and restrictions you should follow when configuring Stateflow charts that are intended to target HDL code generation. "Mapping Chart Semantics to HDL" on page 12-9 provides a more detailed rationale for most of these requirements.

Location of Charts in the Model

A chart intended for HDL code generation must be part of a Simulink subsystem. See "Structuring a Model for HDL Code Generation" on page 12-26 for an example.

Data Type Usage

Supported Data Types

The current release supports a subset of MATLAB data types in charts intended for use in HDL code generation. Supported data types are

- Signed and unsigned integer

- Double and single

> **Note** Results obtained from HDL code generated for models using double or single data types cannot be guaranteed to be bit-true to results obtained from simulation of the original model.

- Fixed point

- Boolean

> **Note** Multidimensional arrays of these types are supported, with the exception of data types assigned to ports. Port data types must be either scalar or vector.

Chart Initialization

In charts intended for HDL code generation, enable the chart property **Execute (enter) Chart at Initialization**. When this property is enabled, default transitions are tested and all actions reachable from the default transition taken are executed. These actions correspond to the reset process in HDL code. "Execution of a Chart at Initialization" describes existing restrictions under this property.

The reset action must not entail the delay of combinatorial logic. Therefore, do not perform arithmetic in initialization actions.

Registered Output

The chart property **Initialize Outputs Every Time Chart Wakes Up** exists specifically for HDL code generation. This property lets you control whether output is persistent (stored in registers) from one sample time to the next. Such use of registers is termed *registered output*.

When the **Initialize Outputs Every Time Chart Wakes Up** option is deselected (the default), registered output is used.

When the **Initialize Outputs Every Time Chart Wakes Up** option is selected, registered output is not used. A default initial value (defined in the **Initial value** field of the **General** pane of the Data Properties dialog box) is given to each output when the chart wakes up. This assignment guarantees that there is no reference to outputs computed in previous time steps.

Restrictions on Imported Code

A chart intended for HDL code generation must be entirely self-contained. The following restrictions apply:

- Do not call MATLAB functions other than `min` or `max`.

- Do not use MATLAB workspace data.

- Do not call C math functions

- If the **Enable C-like bit operations** property is disabled, do not use the exponentiation operator (`^`). The exponentiation operator is implemented with the C Math Library function `pow`.

- Do not include custom code. Any information entered in the Target Options dialog box is ignored.

Using Input and Output Events

The coder supports the use of input and output events with Stateflow charts, subject to the following constraints:

- You can define and use one and only one input event per Stateflow chart. (There is no restriction on the number of output events you can use.)

- The coder does not support HDL code generation for charts that have a single input event, and which also have non-zero initial values on the chart's output ports.

- All input and output events must be edge-triggered.

For detailed information on inout and output events, see "Using Input Events to Activate a Stateflow Chart"and "Using Output Events to Activate a Simulink Block" in the Stateflow documentation.

Using For Loops

Do not explicitly use loops other than `for` loops in a chart intended for HDL code generation. Observe the following restrictions on `for` loops:

- The data type of the loop counter variable must be `int32`.

- The coder supports only constant-bounded loops.

The `for` loop demo (`\toolbox\stateflow\sfdemos\sf_for.mdl`) illustrates a correct design pattern for a `for` loop using a graphical function.

Other Restrictions

The coder imposes a number of additional restrictions on the use of classic chart features. These limitations exist because HDL does not support some features of general-purpose sequential programming languages.

- Do not define local events in a chart from which HDL code is to be generated.

  Do not use the following implicit events:

  - `enter`
  - `exit`
  - `change`

  You can use the following implicit events:

  - `wakeup`
  - `tick`

  Temporal logic can be used provided the base events are limited to these types of implicit events.

  Note **Absolute Time Temporal Logic** is not supported for HDL code generation.

- Do not use recursion through graphical functions. The coder does not currently support recursion.

- HDL does not support a `goto` statement. Therefore, do not use unstructured flow diagrams, such as the flow diagram shown in the following figure.
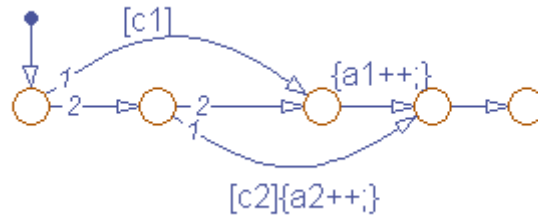
- Do not read from output ports if outputs are not registered. (Outputs are not registered if the **Initialize Outputs Every Time Chart Wakes Up** option is selected. See also "Registered Output" on page 12-5.)

- Do not use Data Store Memory objects.

- Do not use pointer (`&`) or indirection (`*`) operators. See the discussion of "Pointer and Address Operations".

- If a chart gets a runtime overflow error during simulation, it is possible to disable data range error checking and generate HDL code for the chart. However, in such cases the coder cannot guarantee that results obtained from the generated HDL code are bit-true to results obtained from the simulation. Recommended practice is to enable overflow checking and eliminate overflow conditions from the model during simulation.

Mapping Chart Semantics to HDL

In this section...

Software Realization of Chart Semantics

The top-down semantics of a chart describe how the chart executes. chart semantics describe an explicit sequential execution order for elements of the chart, such as states and transitions. These deterministic, sequential semantics map naturally to sequential programming languages, such as C. To support the rich semantics of a chart in the Simulink environment, it is necessary to combine the state variable updates and output computation in a single function.

Consider the example model shown in the following figure. The root level of the model contains three blocks (Sum, Gain and a Stateflow chart) connected in series.
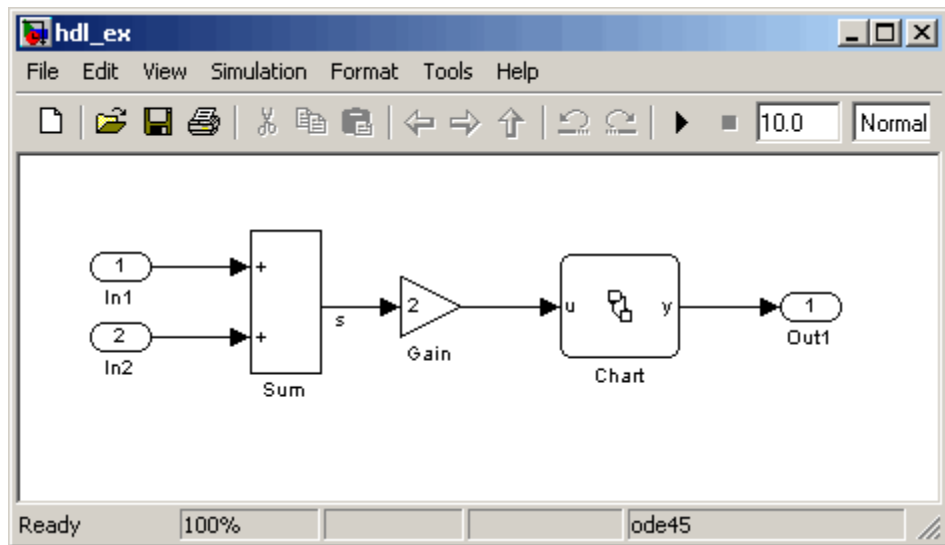
The chart from the model is shown in the following figure.
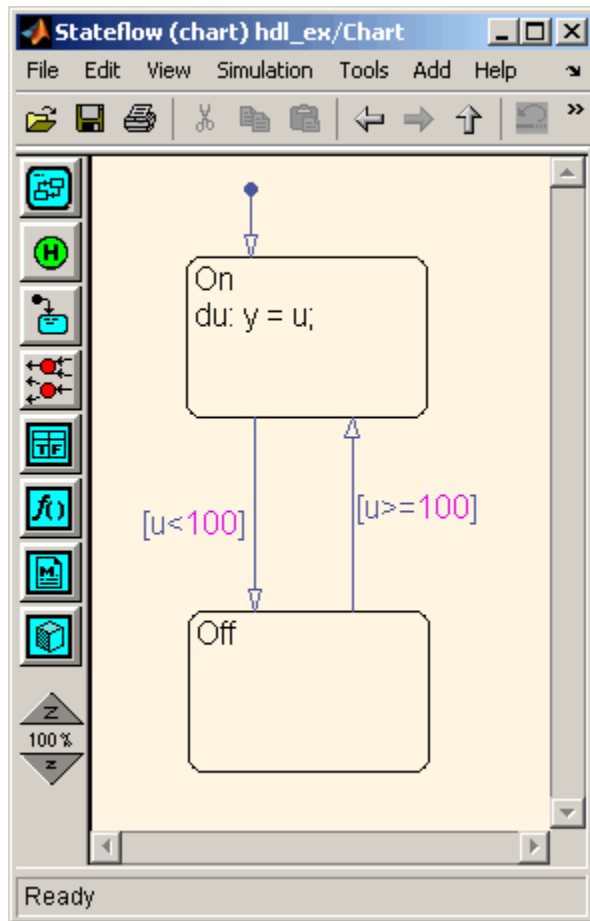
The following Simulink Coder C code excerpt was generated from this example model. The code illustrates how the chart combines the output computation and state-variable update.

```
/* Output and update for atomic system: '<Root>/Chart' */
void hdl_ex_Chart(void)
{
  /* Stateflow: '<Root>/Chart' */
```

```
switch (hdl_ex_DWork.Chart.is_c1_hdl_ex) {
 case hdl_ex_IN_Off:
  if (hdl_ex_B.Gain >= 100.0) {
    hdl_ex_DWork.Chart.is_c1_hdl_ex = (uint8_T)hdl_ex_IN_On;
  }

  break;

 case hdl_ex_IN_On:
  if (hdl_ex_B.Gain < 100.0) {
    hdl_ex_DWork.Chart.is_c1_hdl_ex = (uint8_T)hdl_ex_IN_Off;
  } else {
    hdl_ex_B.y = hdl_ex_B.Gain;
  }

  break;

 default:
  hdl_ex_DWork.Chart.is_c1_hdl_ex = (uint8_T)hdl_ex_IN_On;
  break;
 }
}
```

The preceding code assigns either the state or the output, but not both. Values of output variables, as well as state, persist from one time step to another. If an output value is not assigned during a chart execution, the output simply retains its value (as defined in a previous execution).

Hardware Realization of Stateflow Semantics

The following diagram shows a sequential implementation of Stateflow semantics for output/update computations, appropriate for targeting the C language.
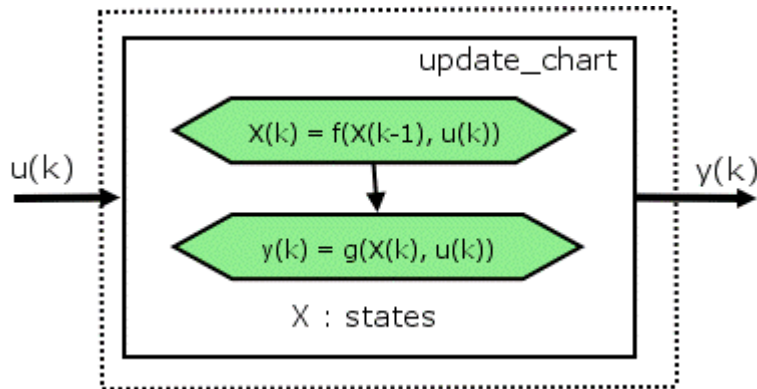
A mapping from Stateflow semantics to an HDL implementation demands a different approach. The following requirements must be met:

- **Requirement 1**: Hardware designs require separability of output and state update functions.

- **Requirement 2**: HDL is a concurrent language. To achieve the goal of bit-true simulation, execution ordering must be correct.

To meet Requirement 1, an FSM is coded in HDL as two concurrent blocks that execute under different conditions. One block evaluates the transition conditions, computes outputs and speculatively computes the next state variables. The other block updates the current state variables from the available next state and performs the actual state transitions. This second block is activated only on the trigger edge of the clock signal, or an asynchronous reset signal.

In practice, output computations usually occur more often than state updates. The presence of inputs drives the computation of outputs. State transitions occur at regular intervals (whenever the chart is activated).

The following diagram shows a concurrent implementation of Stateflow semantics for output and update computations, appropriate for targeting HDL.
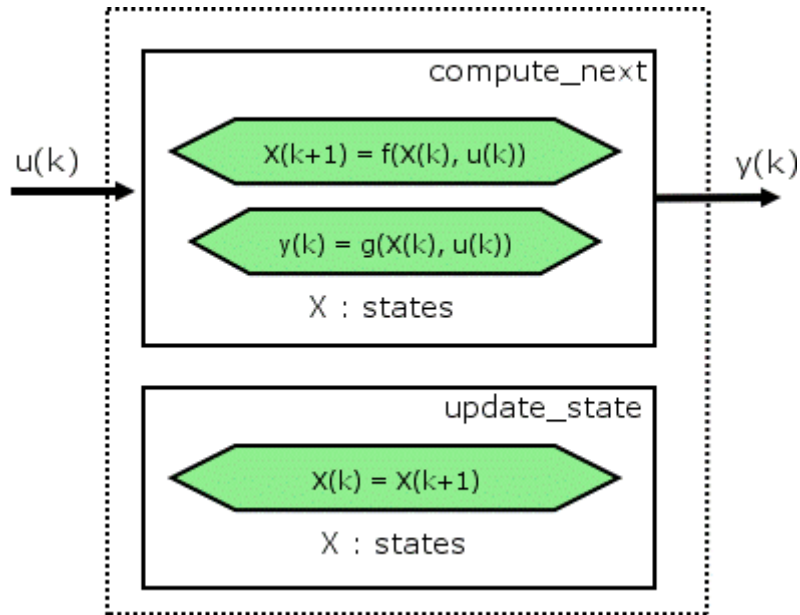
The HDL code generator reuses the original single-function implementation of Stateflow semantics almost without modification. There is one important difference: instead of computing with state variables directly, all state computations are performed on local shadow variables. These variables are local to the HDL function update_chart. At the beginning of the update_chart functions, current_state is copied into the shadow variables. At the end of the update_chart function, the newly computed state is transferred to registers called collectively next_state. The values held in these registers are copied to current_state (also registered) when update_state is called.

By using local variables, this approach maps Stateflow sequential semantics to HDL sequential statements, avoiding the use of concurrent statements. For instance, local chart variables in function scope map to VHDL variables in process scope. In VHDL, variable assignment is sequential. Therefore, statements in a Stateflow function that uses local variables can safely map to statements in a VHDL process that uses corresponding variables. The VHDL assignments execute in the same order as the assignments in the Stateflow function. The execution sequence is automatically correct.

Restrictions for HDL Realization

Some restrictions on chart usage are required to achieve a valid mapping from a chart to HDL code. These are summarized briefly in "Quick Guide to Requirements for Stateflow HDL Code Generation" on page 12-4. The following sections give a more detailed rationale for most of these restrictions.

Self-Contained Charts

The Stateflow C target allows generated code to have some dependencies on code or data that is external to the chart. Stateflow charts intended for HDL code generation, however, must be self-contained. Observe the following rules for creating self-contained charts:

- Do not use C math functions such as `sin` and `pow`. There is no HDL counterpart to the C math library.

- Do not use calls to functions coded in any language other than HDL. For example, do not call MATLAB functions for a simulation target, as in the following statement:

  ```
  ml.disp( hello )
  ```

- Do not use custom code. There is no mechanism for embedding external HDL code into generated HDL code. Custom C code (user-written C code intended for linkage with C code generated from a Stateflow chart) is ignored during HDL code generation.

  See also Chapter 11, "Interfacing Subsystems and Models to HDL Code".

- Do not use pointer (`&`) or indirection (`*`) operators. Pointer and indirection operators have no function in a chart in the absence of custom code. Also, pointer and indirection operators do not map directly to synthesizable HDL.

- Do not share data (via Data Store Memory blocks) between charts. The coder does not map such global data to HDL, because HDL does not support global data.

Charts Must Not Use Features Unsupported by HDL

When creating charts intended for HDL code generation, follow these guidelines to avoid using Stateflow features that cannot be mapped to HDL:

- Avoid recursion. While charts permit recursion (through both event processing and user-written recursive graphical functions), HDL does not allow recursion.

- Do not use Stateflow and local events. These event types do not have equivalents in HDL. Therefore, these event types are not supported for HDL code generation.

- Avoid unstructured code. Although charts allow unstructured code to be written (through transition flow diagrams and graphical functions), this usage results in `goto` statements and multiple function return statements. HDL does not support either `goto` statements or multiple function return statements.

- Select the **Execute (enter) Chart At Initialization** chart property. This option executes the update chart function immediately following chart initialization. The option is needed for HDL because outputs must be available at time 0 (hardware reset). You must select this option to ensure bit-true HDL code generation.

Using Mealy and Moore Machine Types in HDL Code Generation

In this section...
"Overview" on page 12-16
"Generating HDL for a Mealy Finite State Machine" on page 12-17
"Generating HDL Code for a Moore Finite State Machine" on page 12-21

Overview

Stateflow charts support modeling of three types of state machines:

- Classic (default)

- Mealy

- Moore

This section discusses issues you should consider when generating HDL code for Mealy and Moore state machines. See "Building Mealy and Moore Charts" for detailed information on Mealy and Moore state machines.

Mealy and Moore state machines differ in the following ways:

- The outputs of a Mealy state machine are a function of the current state and inputs.

- The outputs of a Moore state machine are a function of the current state only.

Moore and Mealy state charts can be functionally equivalent; an equivalent Mealy chart can derive from a Moore chart, and vice versa. A Mealy state machine has a richer description and usually requires a smaller number of states.

The principal advantages of using Mealy or Moore charts as an alternative to Classic charts are:

- At compile time, Mealy and Moore charts are validated to ensure that they conform to their formal definitions and semantic rules, and violations are reported.

- Moore charts generate more efficient code than Classic charts, for both C and HDL targets.

The execution of a Mealy or Moore chart at time `t` is the evaluation of the function represented by that chart at time `t`. The initialization property for output ensures that every output is defined at every time step. Specifically, the output of a Mealy or Moore chart at one time step must not depend on the output of the chart at an earlier time step.

Consider the outputs of a chart. Stateflow charts permit output latching. That is, the value of an output computed at time `t` persists until time `t+d`, when it is overwritten. The output latching feature corresponds to registered outputs. Therefore, Mealy and Moore charts intended for HDL code generation should not use registered outputs.

Generating HDL for a Mealy Finite State Machine

When generating HDL code for a chart that models a Mealy state machine, make sure that

- The chart meets all general code generation requirements, as described in "Quick Guide to Requirements for Stateflow HDL Code Generation" on page 12-4.

- The **Initialize Outputs Every Time Chart Wakes Up** option is selected. This option is selected automatically when the `Mealy` option is selected from the **State Machine Type** pop-up menu, as shown in the following figure.
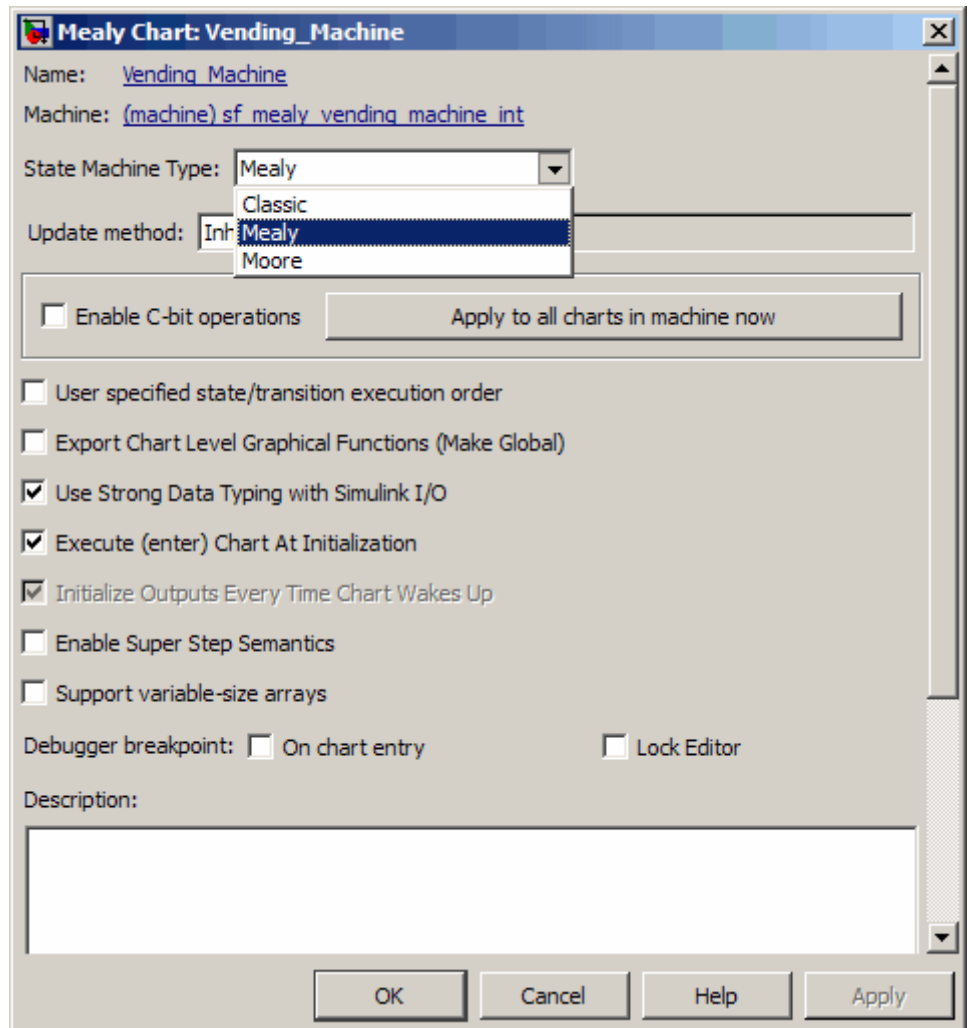
- Actions are associated with transitions inner and outer transitions only.

Mealy actions are associated with transitions. In Mealy machines, output computation is expected to be driven by the change on inputs. In fact, the dependence of output on input is the fundamental distinguishing factor between the formal definitions of Mealy and Moore machines. The requirement that actions be given on transitions is to some degree stylistic,

rather than necessary to enforce Mealy semantics. However, it is natural that output computation follows input conditions on input, because transition conditions are primarily input conditions in any machine type.

The following figure shows an example of a chart that models a Mealy state machine.
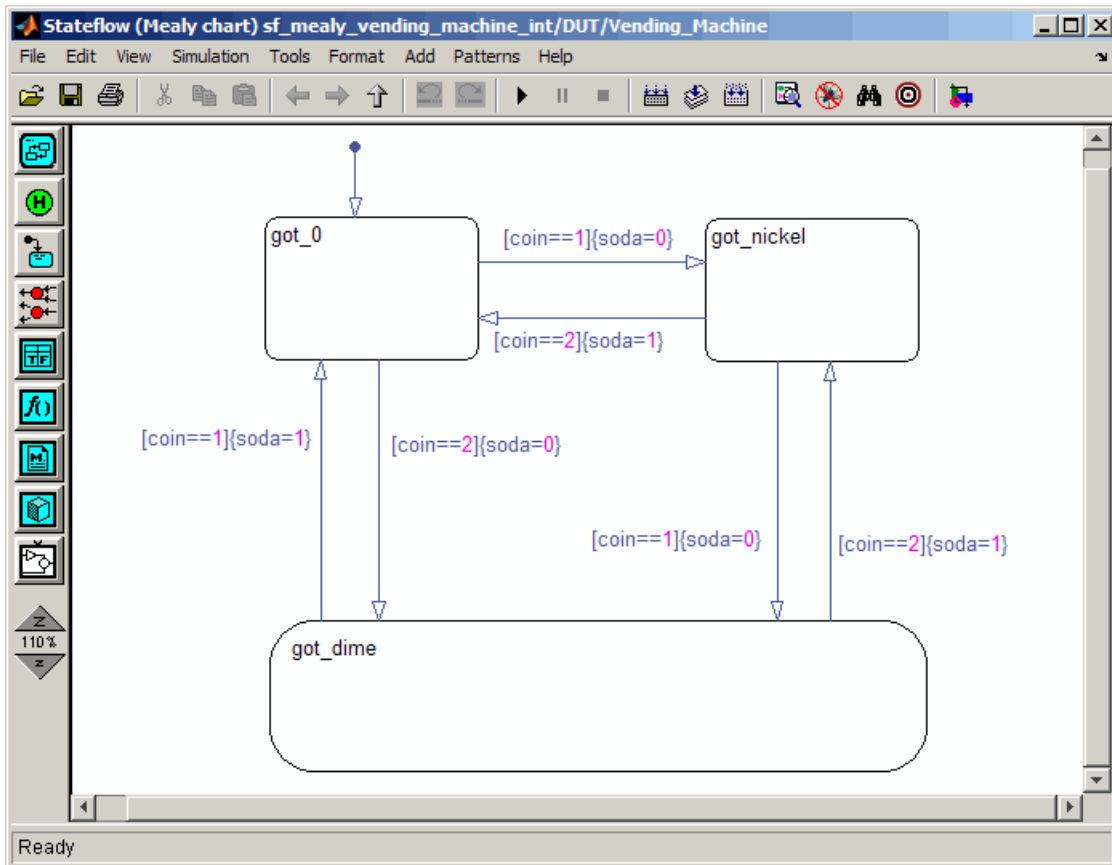
The following code example lists the VHDL process code generated for the Mealy chart.

> **Tip** The model from which the VDHL code was generated uses only fixed-point and Boolean data types.

```
Vending_Machine : PROCESS (is_Vending_Machine, coin)
    BEGIN
        is_Vending_Machine_next <= is_Vending_Machine;
        soda <= '0';

        CASE is_Vending_Machine IS
            WHEN IN_got_0 =>

                IF unsigned(coin) = 1 THEN
                    soda <= '0';
                    is_Vending_Machine_next <= IN_got_nickel;
                ELSIF unsigned(coin) = 2 THEN
                    soda <= '0';
                    is_Vending_Machine_next <= IN_got_dime;
                END IF;

            WHEN IN_got_dime =>

                IF unsigned(coin) = 1 THEN
                    soda <= '1';
                    is_Vending_Machine_next <= IN_got_0;
                ELSIF unsigned(coin) = 2 THEN
                    soda <= '1';
                    is_Vending_Machine_next <= IN_got_nickel;
                END IF;

            WHEN IN_got_nickel =>

                IF unsigned(coin) = 1 THEN
                    soda <= '0';
                    is_Vending_Machine_next <= IN_got_dime;
                ELSIF unsigned(coin) = 2 THEN
                    soda <= '1';
                    is_Vending_Machine_next <= IN_got_0;
                END IF;
```

```
              WHEN OTHERS =>
                   is_Vending_Machine_next <= IN_got_O;
         END CASE;

    END PROCESS Vending_Machine;
```

Generating HDL Code for a Moore Finite State Machine

When generating HDL code for a chart that models a Moore state machine, make sure that

- The chart meets all general code generation requirements, as described in "Quick Guide to Requirements for Stateflow HDL Code Generation" on page 12-4.

- The **Initialize Outputs Every Time Chart Wakes Up** option is selected. This option is selected automatically when the Moore option is selected from the **State Machine Type** pop-up menu, as shown in the following figure.
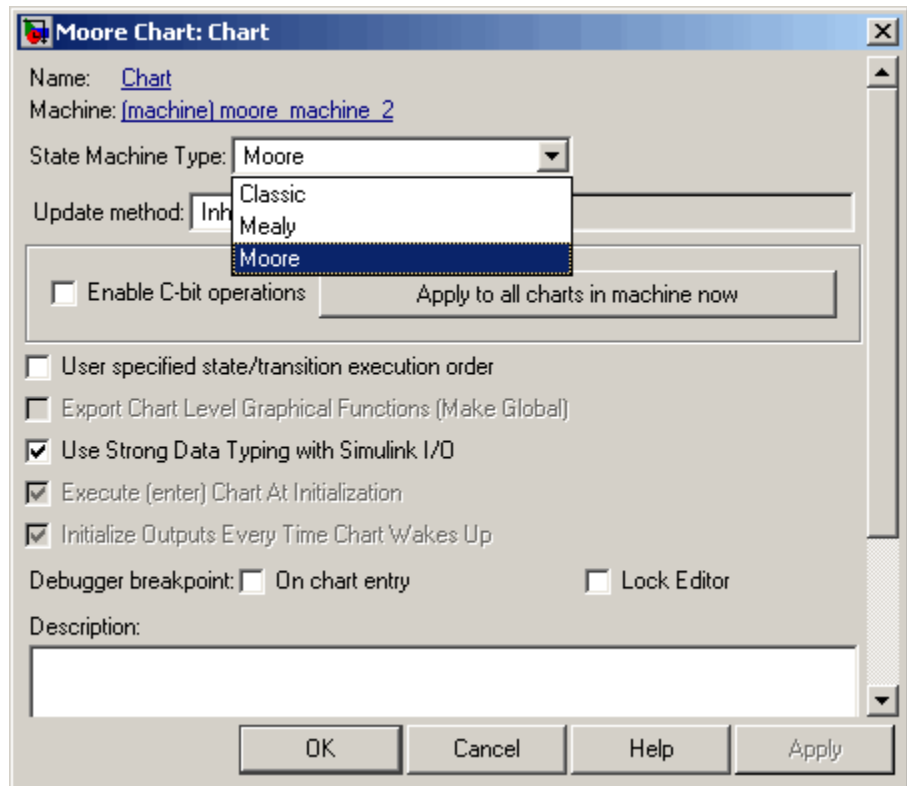
- Actions occur in states only. These actions are unlabeled, and execute when exiting the states or remaining in the states.

  Moore actions must be associated with states, because output computation must be dependent only on states, not input. Therefore, the current configuration of active states at time step t determines output. Thus, the single action in a Moore state serves as both during and exit action. If state S is active when a chart wakes up at time t, it contributes to the output whether it remains active into time t+1 or not.

- No local data or graphical functions are used.

  Function calls and local data are not allowed in a Moore chart. This ensures that output does not depend on input in ways that would be difficult for the HDL code generator to verify. These restrictions strongly encourage coding practices that separate output and input.

- No references to input occur outside of transition conditions.

- Output computation occurs only in leaf states.

  This restriction guarantees that the chart's top-down semantics compute outputs as if actions were evaluated strictly before inner and outer flow diagrams.

The following figure shows a Stateflow chart of a Moore state machine.
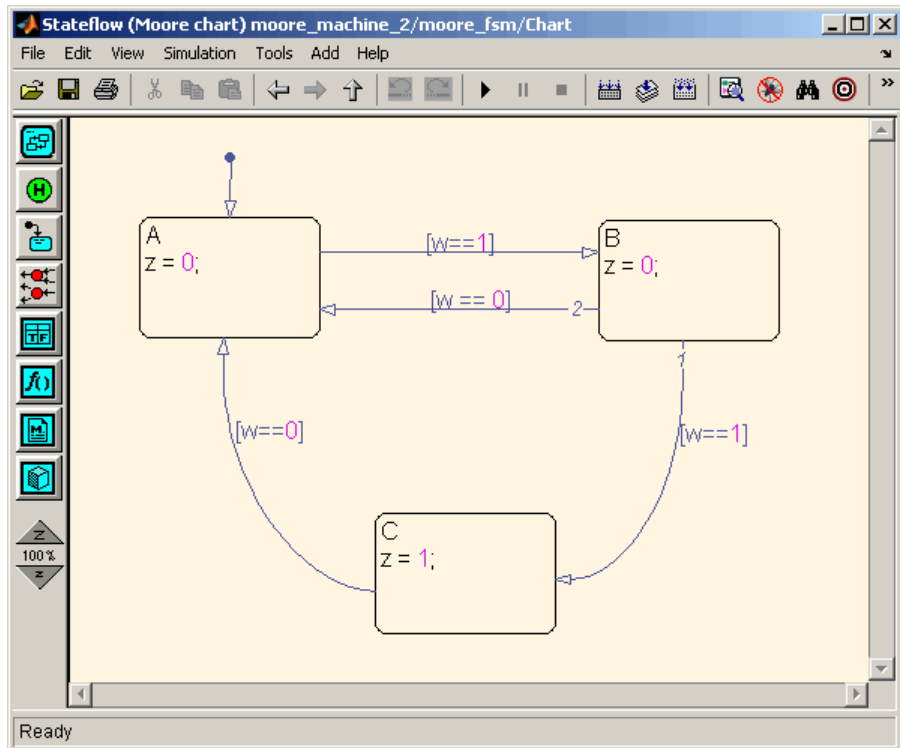
The following code example illustrates generated VHDL code for the Moore chart.

```
Chart : PROCESS (is_Chart, w)
        -- local variables
        VARIABLE is_Chart_temp : T_state_type_is_Chart;
```

```
BEGIN
    is_Chart_temp := is_Chart;
    z <= '0';

    CASE is_Chart_temp IS
        WHEN IN_A =>
            z <= '0';
        WHEN IN_B =>
            z <= '0';
        WHEN IN_C =>
            z <= '1';
        WHEN OTHERS =>
            is_Chart_temp := IN_NO_ACTIVE_CHILD;
    END CASE;


    CASE is_Chart_temp IS
        WHEN IN_A =>

            IF w = '1' THEN
                is_Chart_temp := IN_B;
            END IF;

        WHEN IN_B =>

            IF w = '1' THEN
                is_Chart_temp := IN_C;
            ELSIF w = '0' THEN
                is_Chart_temp := IN_A;
            END IF;

        WHEN IN_C =>

            IF w = '0' THEN
                is_Chart_temp := IN_A;
            END IF;

        WHEN OTHERS =>
            is_Chart_temp := IN_A;
    END CASE;
```

```
       is_Chart_next <= is_Chart_temp;
END PROCESS Chart;
```

Structuring a Model for HDL Code Generation

In general, generation of VHDL or Verilog code from a model containing a Stateflow chart does not differ greatly from HDL code generation from any other model.

A chart intended for HDL code generation *must* be part of a subsystem that represents the Device Under Test (DUT). The DUT corresponds to the top level VHDL entity or Verilog module for which code is generated, tested and eventually synthesized. The top level Simulink components that drive the DUT correspond to the behavioral test bench.

You may need to restructure your models to meet this requirement. If the chart for which you want to generate code is at the root level of your model, embed the chart in a subsystem and connect the appropriate signals to the subsystem inputs and outputs. In most cases, you can do this by simply clicking on the chart and then selecting **Edit > Create Subsystem** in the model window.

As an example of a properly structured model, consider the `fan_control` model shown in the following figure. In this model, the subsystem `SFControl` is the DUT. Two input signals drive the DUT.
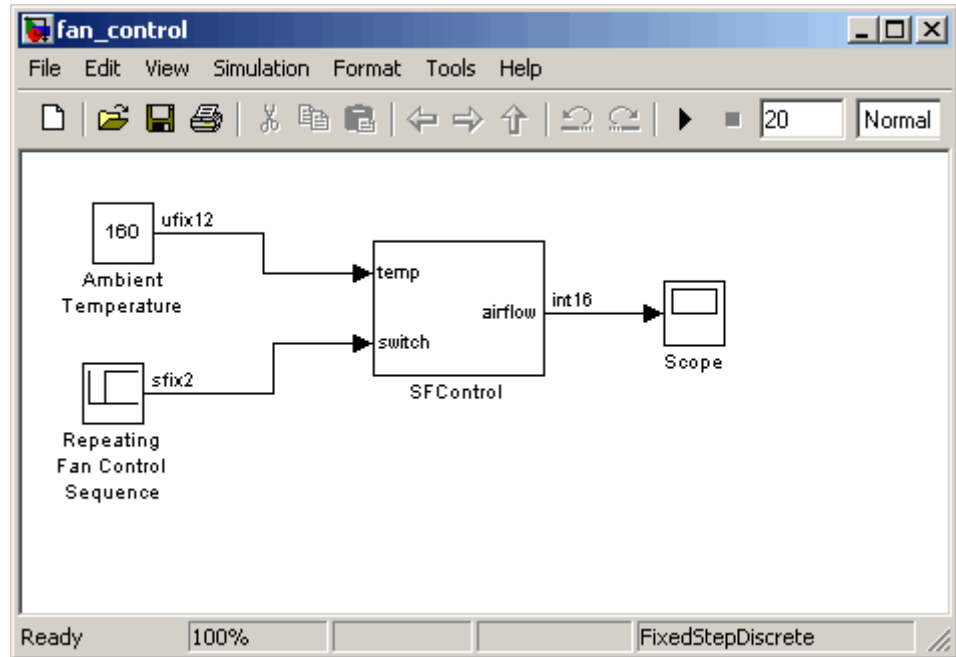
The `SFControl` subsystem, shown in the following figure, contains a Stateflow chart, `Fan Controller`. The chart that has two inputs and an output.
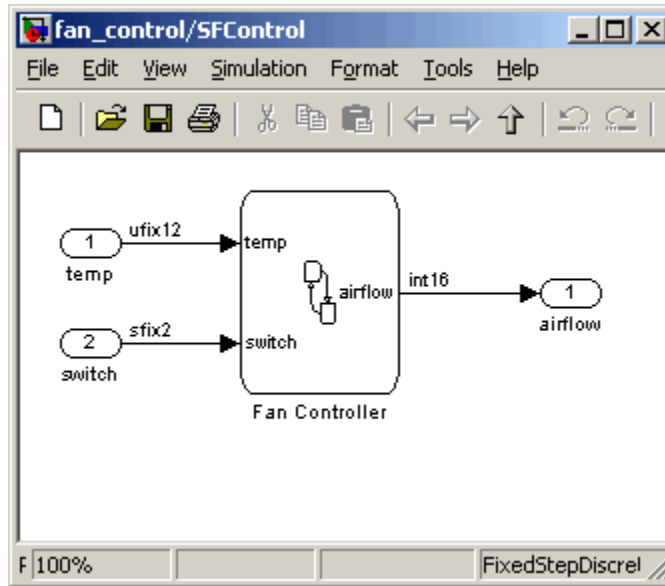
The `Fan Controller` chart, shown in the following figure, models a simple system that monitors input temperature data (`temp`) and turns on the two fans (`FAN1` and `FAN2`) based on the range of the temperature. A manual override input (`switch`) is provided to turn the fans off forcibly. At each time step the `Fan Controller` outputs a value (`airflow`) representing the number of fans that are turned on.
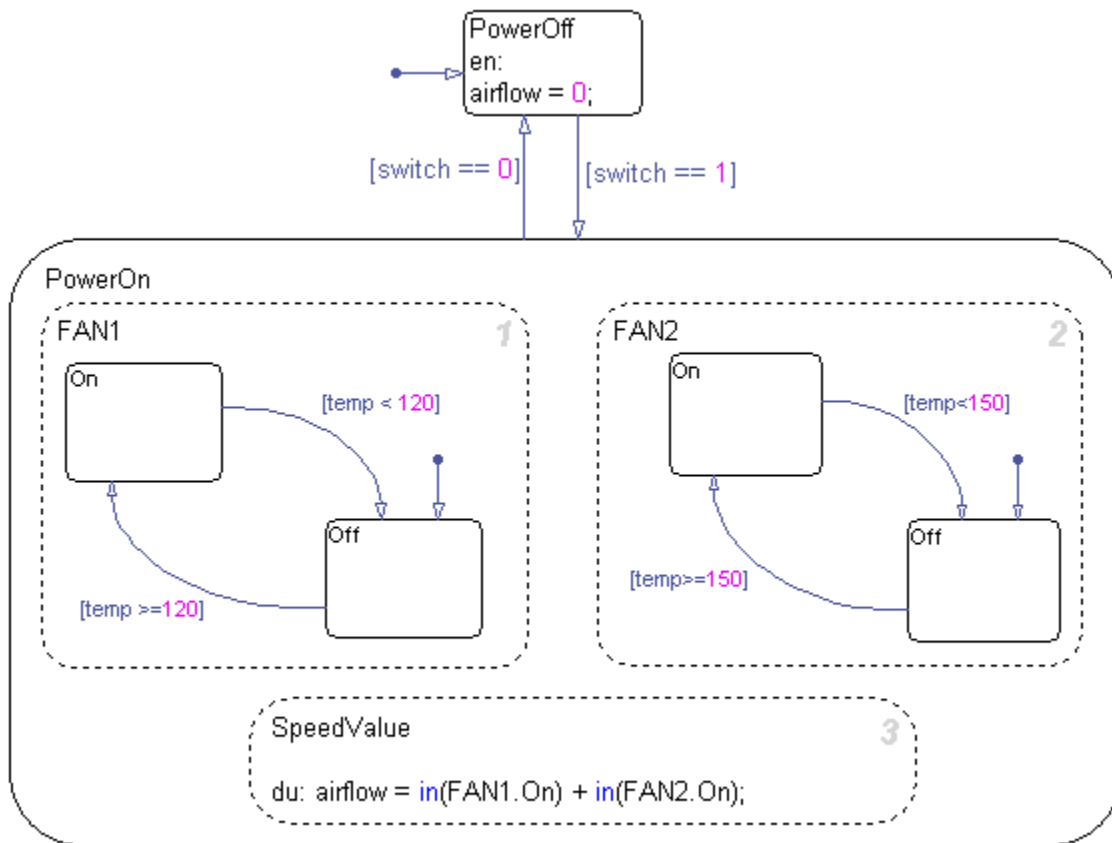
The following `makehdl` command generates VHDL code (by default) for the subsystem containing the chart.

```
makehdl(`fan_control/SF_Control')
```

As code generation for this subsystem proceeds, the coder displays progress messages as shown in the following listing:

```
### Begin VHDL Code Generation
### Working on fan_control/SFControl as hdlsrc\SFControl.vhd
```

```
### Working on fan_control/SFControl/Fan Controller as hdlsrc\Fan_Controller.vhd
Stateflow parsing for model "fan_control"...Done
Stateflow code generation for model "fan_control"....Done
### HDL Code Generation Complete.
```

As the progress messages indicate, the coder generates a separate code file for each level of hierarchy in the model. The following VHDL files are written to the target folder, `hdlsrc`:

- `Fan_Controller.vhd` contains the entity and architecture code (`Fan_Controller`) for the chart.

- `SFControl.vhd` contains the code for the top level subsystem. This file also instantiates a `Fan_Controller` component.

The coder also generates a number of other files (such as scripts for HDL simulation and synthesis tools) in the target folder. See the "HDL Code Generation Defaults" on page 20-33 for full details on generated files.

The following code excerpt shows the entity declaration generated for the `Fan_Controller` chart in `Fan_Controller.vhd`.

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.numeric_std.all;

ENTITY Fan_Controller IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        temp : IN std_logic_vector(11 DOWNTO 0);
        b_switch : IN std_logic_vector(1 DOWNTO 0);
        airflow : OUT std_logic_vector(15 DOWNTO 0));
END Fan_Controller;
```

This model shows the use of fixed point data types without scaling (e.g. `ufix12`, `sfix2`), as supported for HDL code generation. At the entity/instantiation boundary, all signals in the generated code are typed as `std_logic` or `std_logic_vector`, following general VHDL coding standard

conventions. In the architecture body, these signals are assigned to the corresponding typed signals for further manipulation and access.

Design Patterns Using Advanced Chart Features

Temporal Logic

Stateflow temporal logic operators (such as `after`, `before`, or `every`) are Boolean operators that operate on recurrence counts of Stateflow events. Temporal logic operators can appear only in conditions on transitions that from states, and in state actions. Although temporal logic does not introduce any new events into a Stateflow model, it is useful to think of the change of value of a temporal logic condition as an event. You can use temporal logic operators in many cases where a counter is required. A common use case would be to use temporal logic to implement a time-out counter.

Note **Absolute Time Temporal Logic** is not supported for HDL code generation.

For detailed information about temporal logic, see "Using Temporal Logic in State Actions and Transitions".

The chart shown in the following figure uses temporal logic in a design for a debouncer. Instead of instantaneously switching between `on` and `off` states, the chart uses two intermediate states and temporal logic to ignore transients. The transition is committed based on a time-out.
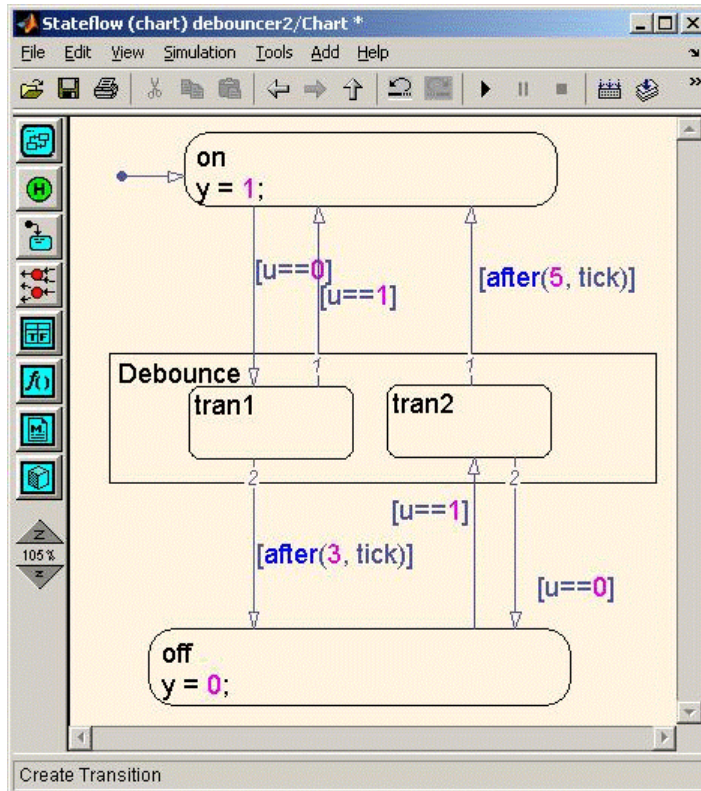
The following code excerpt shows VHDL code generated from this chart.

```
Chart : PROCESS (is_Chart, temporalCounter_i1, y_reg, u)
        -- local variables
        VARIABLE temporalCounter_i1_temp : unsigned(7 DOWNTO 0);
    BEGIN
        is_Chart_next <= is_Chart;
        y_reg_next <= y_reg;
        temporalCounter_i1_temp := temporalCounter_i1;

        IF temporalCounter_i1_temp < to_unsigned(7, 8) THEN
            temporalCounter_i1_temp :=
    tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(temporalCounter_i1_temp, 9), 10)
    + tmw_to_unsigned(to_unsigned(1, 9), 10), 8);
```

```
END IF;


CASE is_Chart IS
    WHEN IN_tran1 =>

        IF u = '1' THEN
            is_Chart_next <= IN_on;
            y_reg_next <= '1';
        ELSIF temporalCounter_i1_temp >= to_unsigned(3, 8) THEN
            is_Chart_next <= IN_off;
            y_reg_next <= '0';
        END IF;

    WHEN IN_tran2 =>

        IF temporalCounter_i1_temp >= to_unsigned(5, 8) THEN
            is_Chart_next <= IN_on;
            y_reg_next <= '1';
        ELSIF u = '0' THEN
            is_Chart_next <= IN_off;
            y_reg_next <= '0';
        END IF;

    WHEN IN_off =>

        IF u = '1' THEN
            is_Chart_next <= IN_tran2;
            temporalCounter_i1_temp := to_unsigned(0, 8);
        END IF;

    WHEN IN_on =>

        IF u = '0' THEN
            is_Chart_next <= IN_tran1;
            temporalCounter_i1_temp := to_unsigned(0, 8);
        END IF;

    WHEN OTHERS =>
        is_Chart_next <= IN_on;
```

```
            y_reg_next <= '1';
    END CASE;

    temporalCounter_i1_next <= temporalCounter_i1_temp;
END PROCESS Chart;
```

Graphical Function

A graphical function is a function defined graphically by a flow diagram. Graphical functions reside in a chart along with the diagrams that invoke them. Like MATLAB functions and C functions, graphical functions can accept arguments and return results. Graphical functions can be invoked in transition and state actions.

The "Stateflow Chart Notation" chapter of the Stateflow documentation includes a detailed description of graphical functions.

The following figure shows a graphical function that implements a 64–by–64 counter.
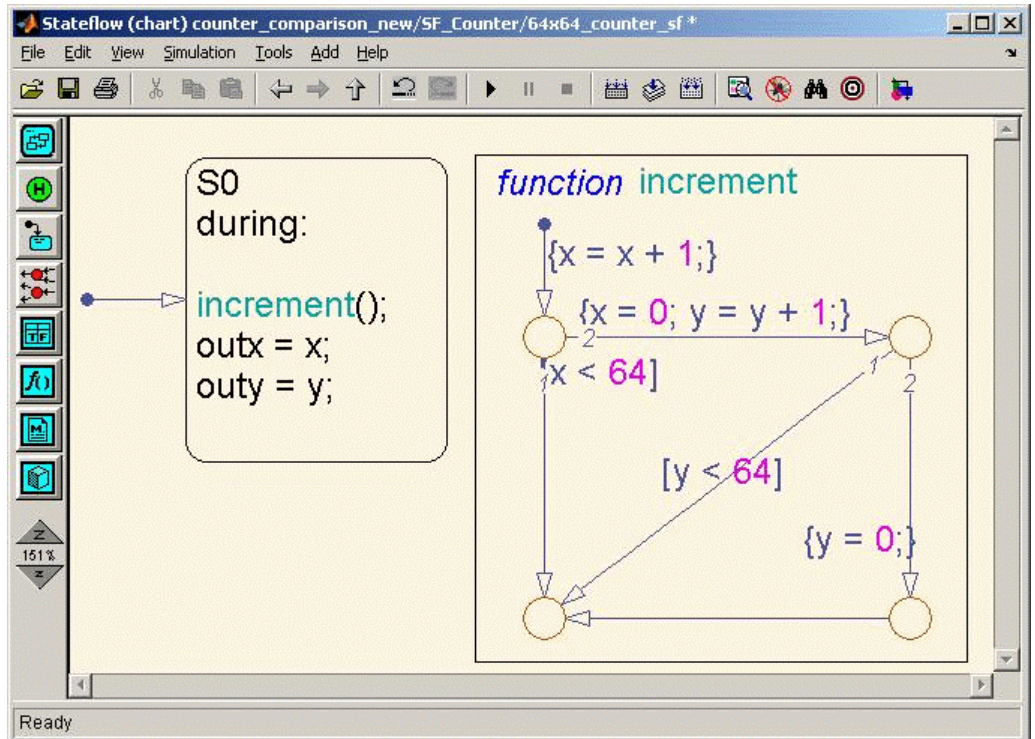
The following code excerpt shows VHDL code generated for this graphical function.

```
x64_counter_sf : PROCESS (x, y, outx_reg, outy_reg)
    -- local variables
    VARIABLE x_temp : unsigned(7 DOWNTO 0);
    VARIABLE y_temp : unsigned(7 DOWNTO 0);
BEGIN
    outx_reg_next <= outx_reg;
    outy_reg_next <= outy_reg;
    x_temp := x;
    y_temp := y;
    x_temp := tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(x_temp, 9), 10)
+ tmw_to_unsigned(to_unsigned(1, 9), 10), 8);

    IF x_temp < to_unsigned(64, 8) THEN
```

```
                NULL;
        ELSE
            x_temp := to_unsigned(0, 8);
            y_temp := tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(y_temp, 9), 10)
   + tmw_to_unsigned(to_unsigned(1, 9), 10), 8);

            IF y_temp < to_unsigned(64, 8) THEN
                NULL;
            ELSE
                y_temp := to_unsigned(0, 8);
            END IF;

        END IF;

        outx_reg_next <= x_temp;
        outy_reg_next <= y_temp;
        x_next <= x_temp;
        y_next <= y_temp;
   END PROCESS x64_counter_sf;
```

Hierarchy and Parallelism

Stateflow charts support both hierarchy (states containing other states) and parallelism (multiple states that can be active simultaneously).

In Stateflow semantics, parallelism is not synonymous with concurrency. Parallel states can be active simultaneously, but they are executed sequentially according to their execution order. (Execution order is displayed on the upper right corner of a parallel state).

For detailed information on hierarchy and parallelism, see "Stateflow Hierarchy of Objects" and "Execution Order for Parallel States".

For HDL code generation, an entire chart maps to a single output computation process. Within the output computation process:

• The execution of parallel states proceeds sequentially.

• Nested hierarchical states map to nested CASE statements in the generated HDL code.

The following figure shows a chart that models a security system. The chart contains

- Simultaneously active parallel states (in order of execution: Door, Motion, Win, Alarm).

- Hierarchy, where the parallel states contain child states. For example, the Motion state contains Active and Inactive states, and the Active state contains further nested states (Debouncing and Idle).

- Graphical functions (such as `send_alert` and `send_warn`) that set and reset flags, simulating broadcast and reception of events. These functions are used, rather than local events, because local events are not supported for HDL code generation.
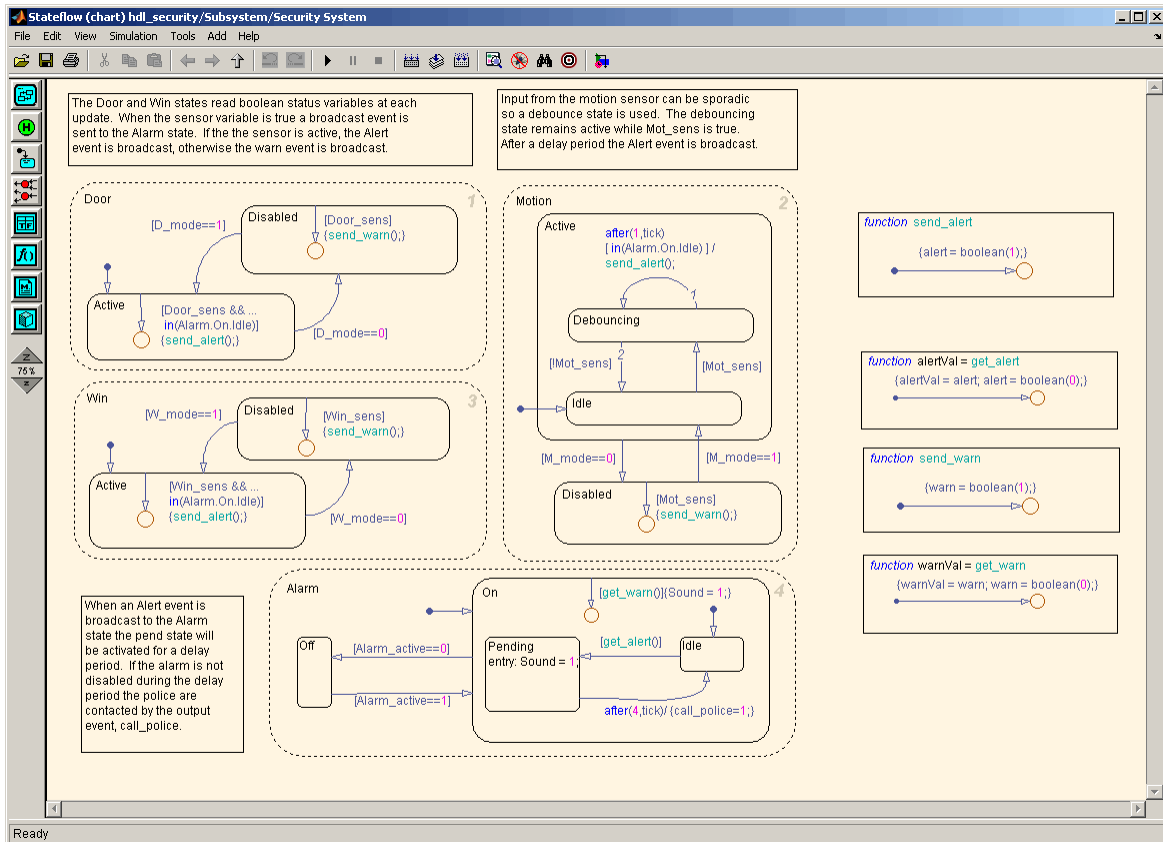
The following VHDL code excerpt was generated for the parallel Door
and Motion states from this chart. The higher-level CASE statements
corresponding to Door and Motion are generated sequentially to match
Stateflow simulation semantics. The hierarchy of nested states maps to
nested CASE statements in VHDL.

```
CASE is_Door IS
    WHEN IN_Active =>

        IF D_mode = 'O' THEN
            is_Door_next <= IN_Disabled;
        ELSIF tmw_to_boolean(Door_sens AND tmw_to_stdlogic(is_On = IN_Idle)) THEN
```

```
                    alert_temp := '1';
               END IF;

           WHEN IN_Disabled =>

               IF D_mode = '1' THEN
                   is_Door_next <= IN_Active;
               ELSIF tmw_to_boolean(Door_sens) THEN
                   warn_temp := '1';
               END IF;

           WHEN OTHERS =>
               --On the first sample call the door mode is set to active.
               is_Door_next <= IN_Active;
       END CASE;

       --This state models the modes of a motion detector sensor and implements logic
-- to respond when that sensor is producing a signal.

       CASE is_Motion IS
           WHEN IN_Active =>

               IF M_mode = 'O' THEN
                   is_Active_next <= IN_NO_ACTIVE_CHILD;
                   is_Motion_next <= IN_Disabled;
               ELSE

                   CASE is_Active IS
                       WHEN IN_Debouncing =>

                           IF tmw_to_boolean(('1'
                           AND tmw_to_stdlogic(temporalCounter_i2_temp >=
      to_unsigned(1, 8)))
                           AND tmw_to_stdlogic(is_On = IN_Idle))
      THEN
                               alert_temp := '1';
                               is_Active_next <= IN_Debouncing;
                               temporalCounter_i2_temp := to_unsigned(O, 8);
                           ELSIF tmw_to_boolean( NOT Mot_sens) THEN
                               is_Active_next <= b_IN_Idle;
```

```
                              END IF;

                     WHEN b_IN_Idle =>

                         IF tmw_to_boolean(Mot_sens) THEN
                             is_Active_next <= IN_Debouncing;
                             temporalCounter_i2_temp := to_unsigned(0, 8);
                         END IF;

                     WHEN OTHERS =>
                         NULL;
                 END CASE;
```

Stateless Charts

Charts consisting of pure flow diagrams (i.e., charts having no states
) are useful in capturing if-then-else constructs used in procedural
languages like C. The "Stateflow Chart Notation" chapter in the Stateflow
documentation discusses flow diagrams in detail.

As an example, consider the following logic, expressed in C-like pseudocode.

```
if(U1==1) {
    if(U2==1) {
        Y = 1;
    }else{
        Y = 2;
    }
}else{
    if(U2<2) {
        Y = 3;
    }else{
        Y = 4;
    }
        }
```

The following figures illustrate how to model this control flow using a
stateless chart. The root model contains a subsystem and inputs and outputs
to the chart.
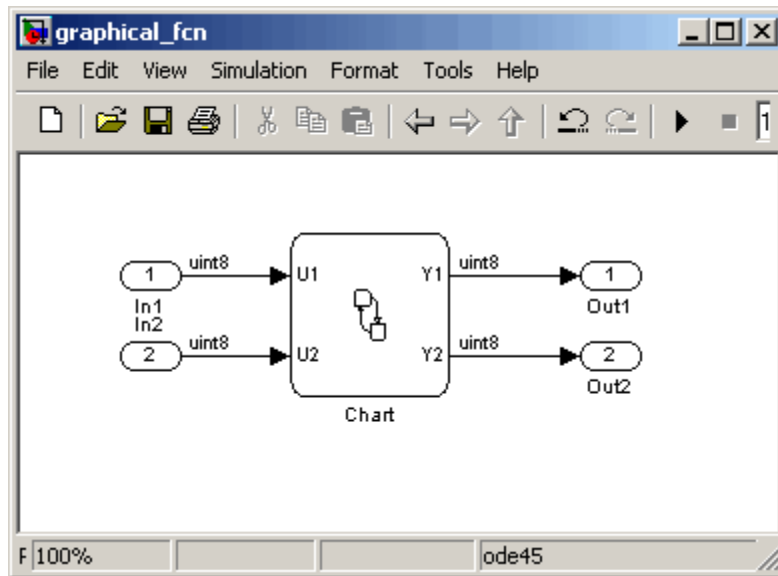
The following figure shows the flow diagram that implements the
if-then-else logic.
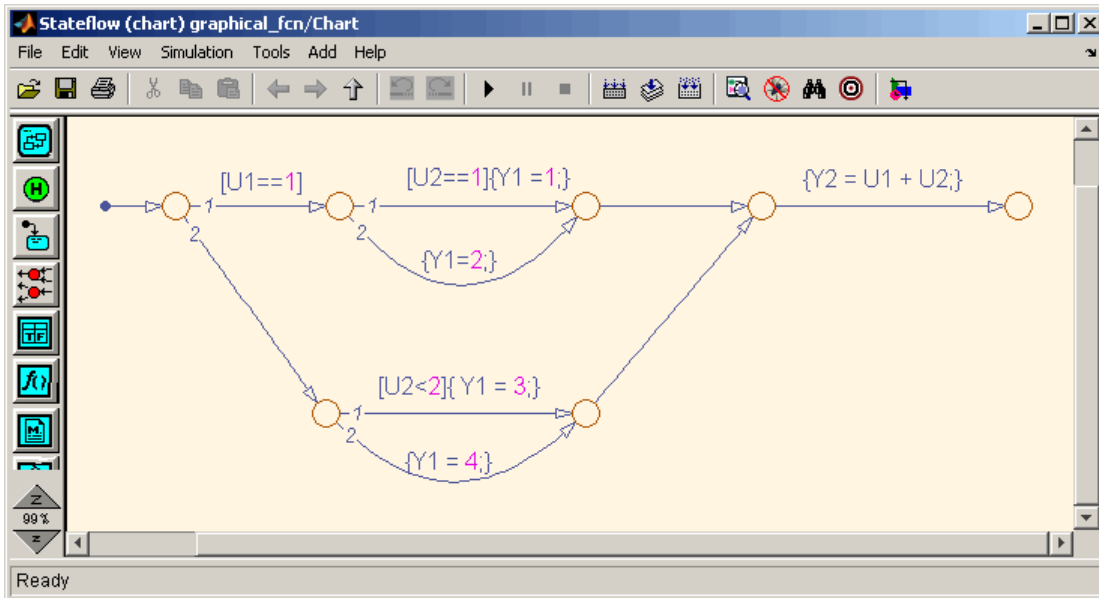
The following generated VHDL code excerpt shows the nested IF-ELSE
statements obtained from the flow diagram.

```
Chart : PROCESS (Y1_reg, Y2_reg, U1, U2)
        -- local variables
    BEGIN
        Y1_reg_next <= Y1_reg;
        Y2_reg_next <= Y2_reg;

        IF unsigned(U1) = to_unsigned(1, 8) THEN

            IF unsigned(U2) = to_unsigned(1, 8) THEN
                Y1_reg_next <= to_unsigned(1, 8);
            ELSE
                Y1_reg_next <= to_unsigned(2, 8);
            END IF;
```

```
        ELSIF unsigned(U2) < to_unsigned(2, 8) THEN
            Y1_reg_next <= to_unsigned(3, 8);
        ELSE
            Y1_reg_next <= to_unsigned(4, 8);
        END IF;

        Y2_reg_next <= tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(unsigned(U1), 9),10)
        + tmw_to_unsigned(tmw_to_unsigned(unsigned(U2), 9), 10), 8);
    END PROCESS Chart;
```

Truth Tables

The coder supports HDL code generation for:

- Truth Table functions within a chart (see "Truth Table Functions" in the Stateflow documentation)

- Truth Table blocks in Simulink models (see Truth Table in the Stateflow documentation)

This section examines a Truth Table function in a chart, and the VHDL code generated for the chart.

Truth Tables are well-suited for implementing compact combinatorial logic. A typical application for Truth Tables is to implement nonlinear quantization or threshold logic. Consider the following logic:

```
Y = 1 when 0  <= U <= 10
Y = 2 when 10 <  U <= 17
Y = 3 when 17 <  U <= 45
Y = 4 when 45 <  U <= 52
Y = 5 when 52 <  U
```

A stateless chart with a single call to a Truth Table function can represent this logic succinctly.

The following figure shows a model containing a subsystem, DUT.
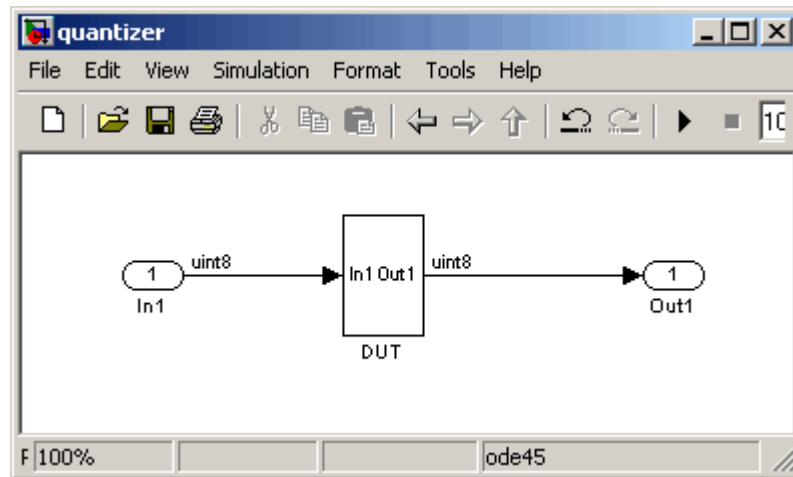
The subsystem contains a chart, quantizer, as shown in the following figure.
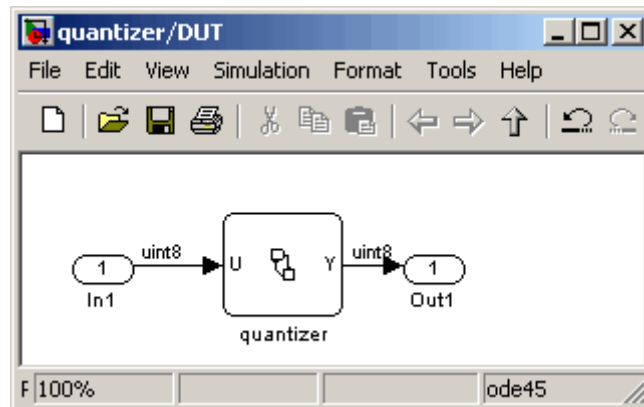
The next figure shows the quantizer chart, containing the Truth Table.
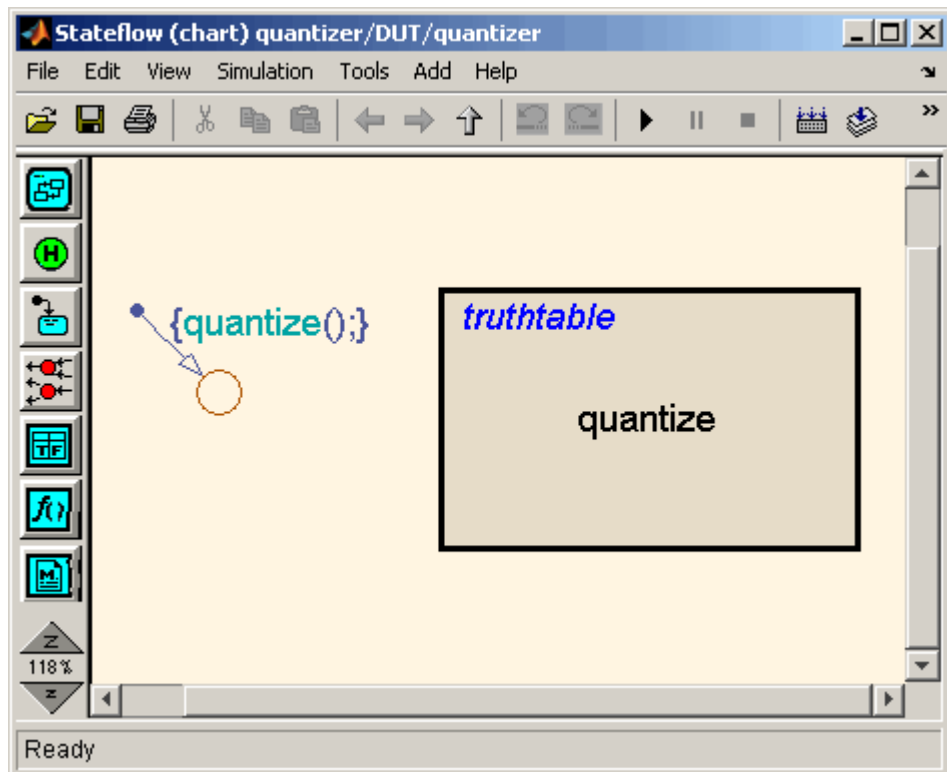
The following figure shows the threshold logic, as displayed in the Truth Table Editor.

The following code excerpt shows VHDL code generated for the `quantizer` chart.

```vhdl
quantizer : PROCESS (Y_reg, U)
    -- local variables
    VARIABLE aVarTruthTableCondition_1 : std_logic;
    VARIABLE aVarTruthTableCondition_2 : std_logic;
    VARIABLE aVarTruthTableCondition_3 : std_logic;
    VARIABLE aVarTruthTableCondition_4 : std_logic;
BEGIN
    Y_reg_next <= Y_reg;
    -- Condition #1
    aVarTruthTableCondition_1 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(10, 8));
    -- Condition #2
    aVarTruthTableCondition_2 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(17, 8));
    -- Condition #3
    aVarTruthTableCondition_3 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(45, 8));
    -- Condition #4
    aVarTruthTableCondition_4 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(52, 8));

    IF tmw_to_boolean(aVarTruthTableCondition_1) THEN
        -- D1
        -- Action 1
        Y_reg_next <= to_unsigned(1, 8);
    ELSIF tmw_to_boolean(aVarTruthTableCondition_2) THEN
        -- D2
        -- Action 2
        Y_reg_next <= to_unsigned(2, 8);
    ELSIF tmw_to_boolean(aVarTruthTableCondition_3) THEN
        -- D3
        -- Action 3
        Y_reg_next <= to_unsigned(3, 8);
    ELSIF tmw_to_boolean(aVarTruthTableCondition_4) THEN
        -- D4
        -- Action 4
        Y_reg_next <= to_unsigned(4, 8);
    ELSE
        -- Default
        -- Action 5
        Y_reg_next <= to_unsigned(5, 8);
```

```
        END IF;

    END PROCESS quantizer;
```

Note When generating code for a Truth Table block in a Simulink model, the coder writes a separate entity/architecture file for the Truth Table code. The file is named `Truth_Table.vhd` (for VHDL) or `Truth_Table.v` (for Verilog).

13

Generating HDL Code with the MATLAB Function Block

Introduction

HDL Applications for the MATLAB Function Block

The MATLAB Function block contains a MATLAB function in a model. The function's inputs and outputs are represented by ports on the block, which allow you to interface your model to the function code. When you generate HDL code for a MATLAB Function block, the coder generates two main HDL code files:

- A file containing entity and architecture code that implement the actual algorithm or computations generated for the MATLAB Function block.

- A file containing an entity definition and RTL architecture that provide a black box interface to the algorithmic code generated for the MATLAB Function block.

The structure of these code files is analogous to the structure of the model, in which a subsystem provides an interface between the root model and the function in the MATLAB Function block.

The MATLAB Function block supports a powerful subset of the MATLAB language that is well-suited to HDL implementation of various DSP and telecommunications algorithms, such as:

- Sequence and pattern generators

- Encoders and decoders

- Interleavers and deinterleaver

- Modulators and demodulators

- Multipath channel models; impairment models

- Timing recovery algorithms

- Viterbi algorithm; Maximum Likelihood Sequence Estimation (MLSE)

• Adaptive equalizer algorithms

Related Documentation and Demos

The following documentation and demos provide further information on the MATLAB Function block.

Related Documentation

For general documentation on the MATLAB Function block, see the MATLAB Function block reference.

The coder supports most of the fixed-point runtime library functions supported by the MATLAB Function block. See the Fixed-Point Toolbox documentation for a complete list of these functions, and general information on limitations that apply to the use of Fixed-Point Toolbox with the MATLAB Function block.

Demos

The `hdlcoderviterbi2.mdl` demo models a Viterbi decoder, incorporating an MATLAB Function block for use in simulation and HDL code generation. To open the model, type the following command at the MATLAB command prompt:

```
hdlcoderviterbi2
```

The `hdlcodercpu_eml.mdl` demo models a CPU with a Harvard RISC architecture, incorporating many MATLAB Function blocks to simulate and generate code for CPU and memory elements. To open the model, type the following command at the MATLAB command prompt:

```
hdlcodercpu_eml
```

Tutorial Example: Incrementer

Example Model Overview

In this tutorial, you construct and configure a simple model, eml_hdl_incrementer_tut, and then generate VHDL code from the model. eml_hdl_incrementer_tut includes a MATLAB Function block that implements a simple fixed-point counter function, incrementer. The incrementer function is invoked once during each sample period of the model. The function maintains a persistent variable count, which is either incremented or reinitialized to a preset value (ctr_preset_val), depending on the value passed in to the ctr_preset input of the MATLAB Function block. The function returns the counter value (counter) at the output of the MATLAB Function block.

The MATLAB Function block resides in a subsystem, DUT_eML_Block. The subsystem functions as the device under test (DUT) from which you generate HDL code.

The root-level model drives the subsystem and includes Display and To Workspace blocks for use in simulation. (The Display and To Workspace blocks do not generate any HDL code.)
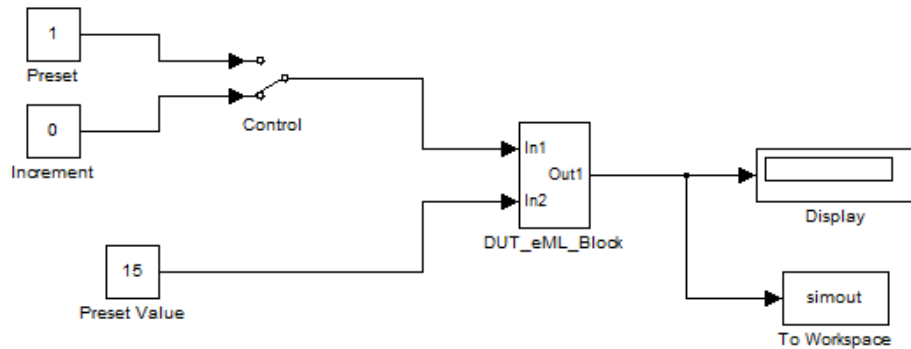
Tip If you do not want to construct the model step by step, or do not have time, you can open the completed model by entering the name at the command prompt:

```
eml_hdl_incrementer
```

After you open the model, save a copy of it to your local folder as `eml_hdl_incrementer_tut.mdl`.

The Incrementer Function Code

The following code listing gives the complete `incrementer` function definition:

```matlab
function counter = incrementer(ctr_preset, ctr_preset_val)
% The function incrementer implements a preset counter that counts
% how many times this block is called.
%
% This example function shows how to model memory with persistent variables,
% using fimath settings suitable for HDL. It also demonstrates MATLAB
% operators and other language features supported
% for HDL code generation from MATLAB Function blocks.
%
% On the first call, the result 'counter' is initialized to zero.
% The result 'counter' saturates if called more than 2^14-1 times.
% If the input ctr_preset receives a nonzero value, the counter is
% set to a preset value passed in to the ctr_preset_val input.

persistent current_count;
if isempty(current_count)
    % zero the counter on first call only
    current_count = uint32(0);
end

counter = getfi(current_count);

if ctr_preset
    % set counter to preset value if input preset signal is nonzero
    counter = ctr_preset_val;
else
    % otherwise count up
    inc = counter + getfi(1);
    counter = getfi(inc);
end

% store counter value for next iteration
current_count = uint32(counter);

function hdl_fi = getfi(val)

nt = numerictype(0,14,0);

fm = hdlfimath;
hdl_fi = fi(val, nt, fm);
```

Setting Up

Before you begin building the example model, set up a working folder for your model and generated code.

Setting Up a folder

1 Start MATLAB.

2 Create a folder named `eml_tut`, for example:

```
mkdir D:\work\eml_tut
```

The `eml_tut` folder stores the model you create, and also contains subfolders and generated code. The location of the folder does not matter, except that it should not be within the MATLAB tree.

3 Make the `eml_tut` folder your working folder, for example:

```
cd D:\work\eml_tut
```

Creating the Model and Configuring General Model Settings

In this section, you create a model and set some parameters to values recommended for HDL code generation `hdlsetup.m` command. The `hdlsetup` command uses the `set_param` function to set up models for HDL code generation quickly and consistently. See "Initializing Model Parameters with hdlsetup" on page 2-8 for further information about `hdlsetup`.

To set the model parameters:

1 Create a new model.

2 Save the model as `eml_hdl_incrementer_tut.mdl`.

3 At the MATLAB command prompt, type:

```
hdlsetup('eml_hdl_incrementer_tut');
```

4 Open the Configuration Parameters dialog box.

5 Set the following **Solver** options, which are useful in simulating this model:

- **Fixed step size**: 1
- **Stop time**: 5

6 Click **OK** to save your changes and close the Configuration Parameters dialog box.

7 Save your model.

Adding a MATLAB Function Block to the Model

1 Open the Simulink Library Browser. Then, select the Simulink/User-Defined Functions library.

2 Select the MATLAB Function block from the library window and add it to the model.
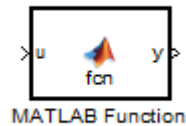
3 Change the block label from MATLAB Function to eml_inc_block.
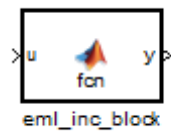
4 Save the model.

5 Close the Simulink Library Browser.

Setting Optimal Fixed-Point Options for the MATLAB Function Block

This section describes how to set up the FIMATH specification and other fixed-point options that are recommended for efficient HDL code generation from the MATLAB Function block. The recommended settings are:

- ProductMode property of the FIMATH specification: 'FullPrecision'

- SumMode property of the FIMATH specification: 'FullPrecision'

- **Treat these inherited signal types as fi objects** option: Fixed-point (This is the default setting.)

Configure the options as follows:

1 Open the eml_hdl_incrementer_tut model that you created in "Adding a MATLAB Function Block to the Model" on page 13-8.

2 Double-click the MATLAB Function block to open it for editing. The MATLAB Function Block Editor appears.

3 Select **Tools > Edit Data/Ports**. The Ports and Data Manager dialog box opens, displaying the default FIMATH specification and other properties for the MATLAB Function block.

MATLAB Function: eml_inc_block

Name: eml_inc_block

Update method: Inherited ▾   Sample Time: [   ]

☑ Support variable-size arrays

☑ Saturate on integer overflow

☐ Lock Editor

Treat these inherited Simulink signal types as fi objects: Fixed-point ▾

┌─ MATLAB Function block fimath ──────────────────────────────────┐

    ◉ Same as MATLAB   ○ Specify Other

```
fimath('RoundMode', 'nearest',...
'OverflowMode', 'saturate',...
'ProductMode','FullPrecision',...
'MaxProductWordLength', 128,...
'SumMode','FullPrecision',...
'MaxSumWordLength', 128)
```

[Revert]   [**Help**]   [Apply]

4 Select **Specify Other**. Selecting this option enables the **MATLAB Function block fimath** text entry field.

5 The `hdlfimath.m` function is a utility that defines a FIMATH specification that is optimized for HDL code generation. Replace the default **MATLAB Function block fimath** specification with a call to `hdlfimath` as follows:

```
hdlfimath;
```

6 Click **Apply**. The MATLAB Function block properties should now appear as shown in the following figure.

MATLAB Function: eml_inc_block

Name: eml_inc_block

Update method: Inherited ▾   Sample Time: [   ]

☑ Support variable-size arrays

☑ Saturate on integer overflow

☐ Lock Editor

Treat these inherited Simulink signal types as fi objects: Fixed-point ▾

MATLAB Function block fimath

    ◯ Same as MATLAB   ◉ Specify Other

hdlfimath;

Revert   Help   Apply
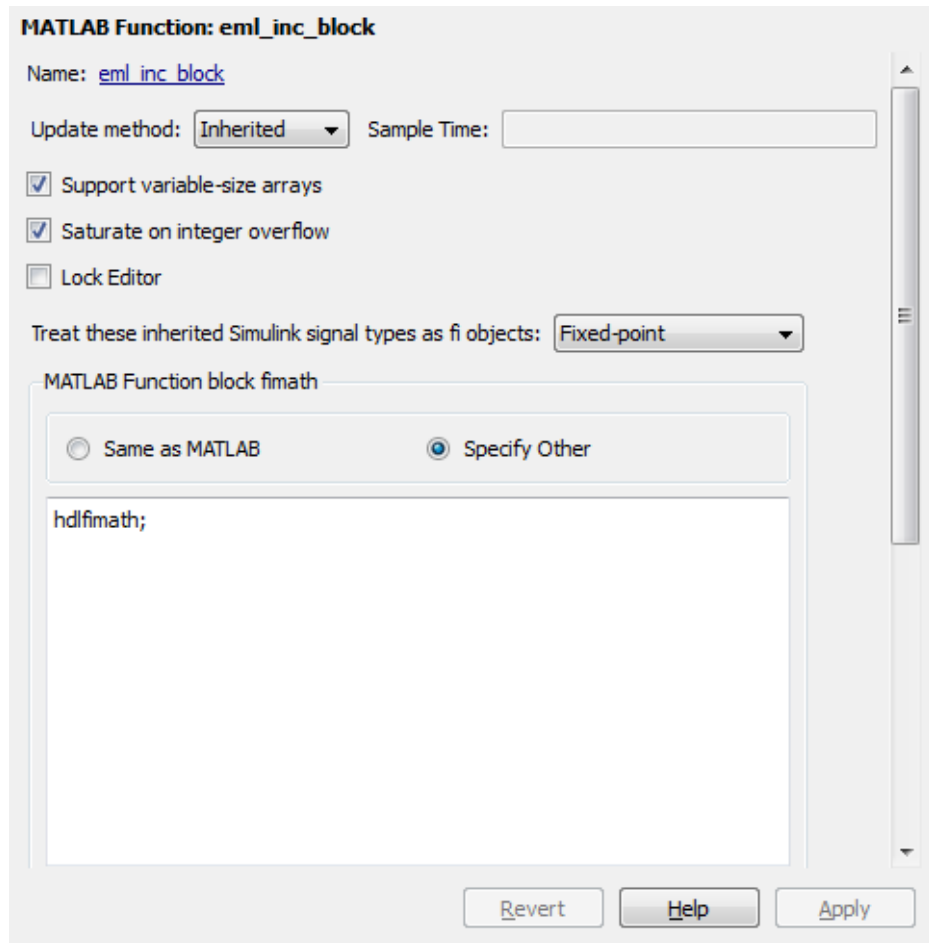
7 Close the Ports and Data Manager.

8 Save the model.

Programming the MATLAB Function Block

The next step is add code to the MATLAB Function block to define the incrementer function, and then use diagnostics to check for errors.

1 Open the eml_hdl_incrementer_tut model that you created in "Adding a MATLAB Function Block to the Model" on page 13-8.

2 Double-click the MATLAB Function block to open it for editing.

3 In the MATLAB Function Block Editor, delete the default code.

4 Copy the complete incrementer function definition from the listing given in "The Incrementer Function Code" on page 13-5, and paste it into the editor.

5 Save the model. Doing so updates the model window, redrawing the MATLAB Function block.

Changing the function header of the MATLAB Function block makes the following changes to the block icon:

- The function name in the middle of the block changes to incrementer.

- The arguments ctr_preset and ctr_preset_val appear as input ports to the block.

- The return value counter appears as an output port from the block.

6 Resize the block to make the port labels more legible.

eml_inc_blk

7 Save the model again.

Constructing and Connecting the DUT_eML_Block Subsystem

This section assumes that you have completed "Programming the MATLAB Function Block" on page 13-12 with a successful build. In this section, you construct a subsystem containing the `incrementer` function block, to be used as the device under test (DUT) from which to generate HDL code. You then set the port data types and connect the subsystem ports to the model.

Constructing the DUT_eML_Block Subsystem

Construct a subsystem containing the `incrementer` function block as follows:

1 Click the `incrementer` function block.

2 From the **Edit** menu, select **Create Subsystem**.

A subsystem, labeled `Subsystem`, is created in the model window.

3 Change the `Subsystem` label to `DUT_eML_Block`.

Setting Port Data Types for the MATLAB Function Block

1 Double-click the subsystem to view its interior. As shown in the following figure, the subsystem contains the `incrementer` function block, with input and output ports connected.

2 Double-click the `incrementer` function block to open the MATLAB Function Block Editor.

3 In the editor, select **Tools > Edit Data/Ports** to open the Ports and Data Manager.

4 Select the `ctr_preset` entry in the port list on the left. Click the button labeled **>>** to display the Data Type Assistant. Set **Mode** for this port to `Built in`. Set **Data type** to `boolean`. Click the button labeled **<<** to close the Data Type Assistant. Click **Apply**.

5 Select the `ctr_preset_val` entry in the port list on the left. Click the button labeled **>>** to display the Data Type Assistant. Set **Mode** for this port to `Fixed point`. Set **Signedness** to `Unsigned`. Set **Word length** to `14`. Click the button labeled **<<** to close the Data Type Assistant. Click **Apply**.

6 Select the `counter` entry in the port list on the left. Click the button labeled **>>** to display the Data Type Assistant. Verify that **Mode** for this port is set to `Inherit:  Same as Simulink`. Click the button labeled **<<** to close the Data Type Assistant. Click **Apply**.

7 Close the Ports and Data Manager dialog box and the MATLAB Function Block Editor.

8 Save the model and close the `DUT_eML_Block` subsystem.

Connecting Subsystem Ports to the Model

Next, connect the ports of the `DUT_eML_Block` subsystem to the model as follows:

1 From the Sources library, add a Constant block to the model. Set the value of the Constant to `1`, and the **Output data type** to `boolean`. Change the block label to `Preset`.

2 Make a copy of the `Preset` Constant block. Set its value to `0`, and change its block label to `Increment`.

3 From the Signal Routing library, add a Manual Switch block to the model. Change its label to `Control`. Connect its output to the `In1` port of the `DUT_eML_Block` subsystem.

4 Connect the `Preset` Constant block to the upper input of the `Control` switch block. Connect the `Increment` Constant block to the lower input of the `Control` switch block.

5 Add a third Constant block to the model. Set the value of the Constant to 15, and the **Output data type** to Inherit via back propagation. Change the block label to Preset Value.

6 Connect the Preset Value Constant block to the In2 port of the DUT_eML_Block subsystem.

7 From the Sinks library, add a Display block to the model. Connect it to the Out1 port of the DUT_eML_Block subsystem.

8 From the Sinks library, add a To Workspace block to the model. Route the output signal from the DUT_eML_Block subsystem to the To Workspace block.

9 Save the model.

Checking the Function for Errors

Use the built-in diagnostics of MATLAB Function blocks to test for syntax errors:

1 Open the eml_hdl_incrementer_tut model.

2 Double-click the MATLAB Function block incrementer to open it for editing.

3 In the MATLAB Function Block Editor, select **Tools > Build** to compile and build the MATLAB Function block code.

The build process displays some progress messages. These messages include some warnings, because the ports of the MATLAB Function block are not yet connected to any signals. You can ignore these warnings.

The build process builds an S-function for use in simulation. The build process includes generation of C code for the S-function. The code generation messages you see during the build process refer to generation of C code, not HDL code generation.

When the build concludes successfully, a message window appears indicating that parsing was successful. If errors are found, the Diagnostics Manager

lists them. See the MATLAB Function block documentation for information on debugging MATLAB Function block build errors.

Compiling the Model and Displaying Port Data Types

In this section you enable the display of port data types and then compile the model. Model compilation verifies that the model structure and settings are correct, and update the model display.

1 From the Simulink **Format** menu, select **Port/Signal Displays > Port Data Types**.

2 From the Simulink **Edit** menu, select **Update Diagram** (or press **Ctrl+D**) to compile the model. This triggers a rebuild of the code. After the model compiles, the block diagram updates to show the port data types.
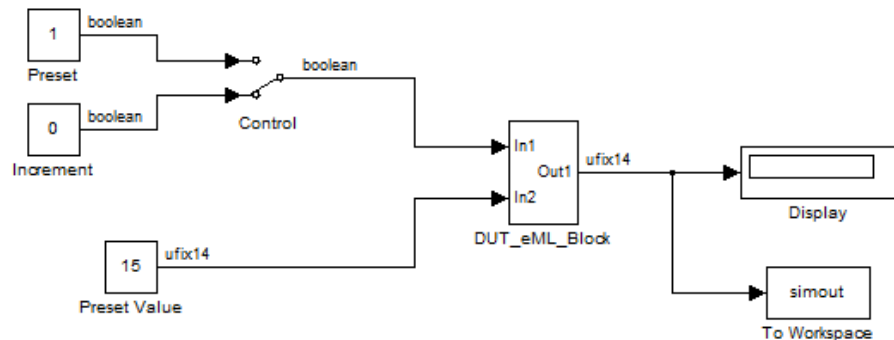
3 Save the model.

Simulating the eml_hdl_incrementer_tut Model

Start simulation. If necessary, the code rebuilds before the simulation starts.

After the simulation completes, the Display block shows the final output value returned by the incrementer function block. For example, given a **Start time** of 0, a **Stop time** of 5, and a zero value at the ctr_preset port, the simulation returns a value of 6:
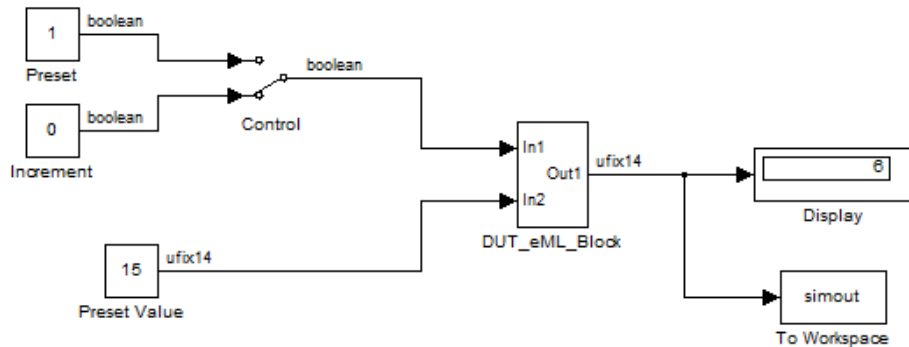
You might want to experiment with the results of toggling the `Control` switch, changing the `Preset Value` constant, and changing the total simulation time. You might also want to examine the workspace variable `simout`, which is bound to the To Workspace block.

Generating HDL Code

In this section, you select the `DUT_eML_Block` subsystem for HDL code generation, set basic code generation options, and then generate VHDL code for the subsystem.

Selecting the Subsystem for Code Generation

Select the `DUT_eML_Block` subsystem for code generation:

1 Open the Configuration Parameters dialog box and click the **HDL Code Generation** pane.

2 Select `eml_hdl_incrementer_tut/DUT_eML_Block` from the **Generate HDL for** list.

3 Click **OK**.

Generating VHDL Code

The top-level **HDL Code Generation** options should now be set as follows:

- The **Generate HDL for** field specifies the
  `eml_hdl_incrementer_tut/DUT_eML_Block` subsystem for code
  generation.

- The **Language** field specifies (by default) generation of VHDL code.

- The **Folder** field specifies (by default) that the code generation target
  folder is a subfolder of your working folder, named `hdlsrc`.

Before generating code, select **Current Folder** from the **Desktop** menu
in the MATLAB Command Window. This displays the Current Folder
browser, which lets you easily access your working folder and the files that
are generated within it.

To generate code:

1 Click the **Generate** button.

  The coder compiles the model before generating code. Depending on model
  display options (such as port data types), the appearance of the model
  might change after code generation.

2 As code generation proceeds, the coder displays progress messages. The
  process should complete successfully with a message like the following:

```
### HDL Code Generation Complete.
```

  The names of generated VHDL files in the progress messages are
  hyperlinked. After code generation completes, you can click these
  hyperlinks to view the files in the MATLAB Editor.

3 A folder icon for the `hdlsrc` folder is now visible in the Current Folder
  browser. To view generated code and script files, double-click the `hdlsrc`
  folder icon.

4 Observe that two VHDL files were generated. The structure of HDL code
  generated for MATLAB Function blocks is similar to the structure of code
  generated for Stateflow charts and Digital Filter blocks. The VHDL files
  that were generated in the `hdlsrc` folder are:

- `eml_inc_blk.vhd`: VHDL code. This file contains entity and architecture code implementing the actual computations generated for the MATLAB Function block.

- `DUT_eML_Block.vhd`: VHDL code. This file contains an entity definition and RTL architecture that provide a black box interface to the code generated in `eml_inc_blk.vhd`.

The structure of these code files is analogous to the structure of the model, in which the `DUT_eML_Block` subsystem provides an interface between the root model and the `incrementer` function in the MATLAB Function block.

The other files generated in the `hdlsrc` folder are:

- `DUT_eML_Block_compile.do`: Mentor Graphics ModelSim compilation script (`vcom` command) to compile the VHDL code in the two `.vhd` files.

- `DUT_eML_Block_synplify.tcl`: Synplify synthesis script.

- `DUT_eML_Block_map.txt`: Mapping file. This report file maps generated entities (or modules) to the subsystems that generated them (see "Code Tracing Using the Mapping File" on page 10-37).

5 To view the generated VHDL code in the MATLAB Editor, double-click the `DUT_eML_Block.vhd` or `eml_inc_blk.vhd` file icons in the Current Folder browser.

At this point you should study the `ENTITY` and `ARCHITECTURE` definitions while referring to "HDL Code Generation Defaults" on page 20-33 in the `makehdl` reference documentation. The reference documentation describes the default naming conventions and correspondences between the elements of a model (subsystems, ports, signals, etc.) and elements of generated HDL code.

Useful MATLAB Function Block Design Patterns for HDL

The eml_hdl_design_patterns Library

The `eml_hdl_design_patterns` library is an extensive collection of examples demonstrating useful applications of the MATLAB Function block in HDL code generation. The following figure shows the library.
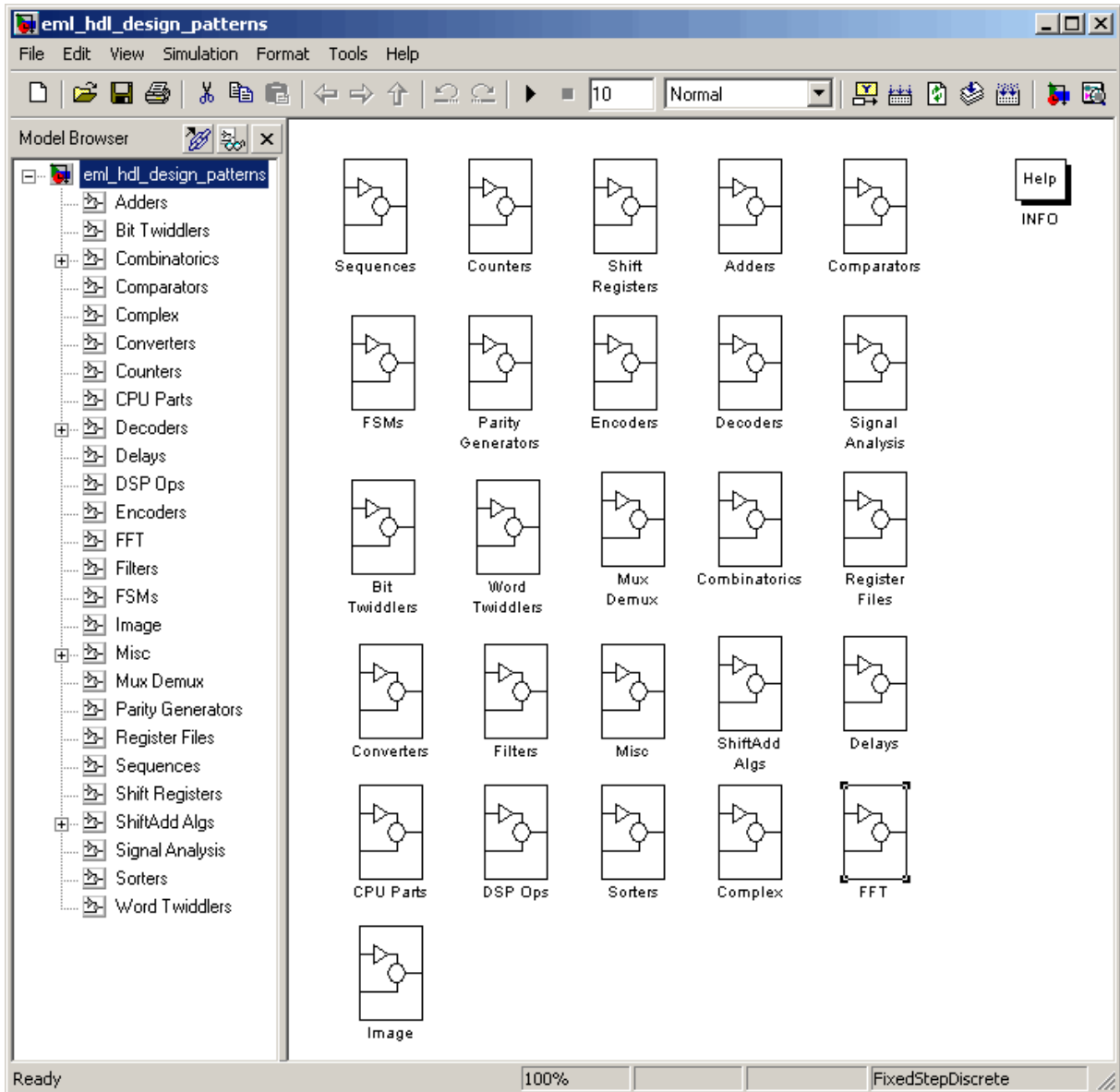
The location of the library in the MATLAB folder structure is

```
MATLABROOT\toolbox\hdlcoder\hdlcoderdemos\eml_hdl_design_patterns.mdl
```

Refer to example models in the `eml_hdl_design_patterns` library while reading the following sections. To open the library, type the following command at the MATLAB command prompt:

```
eml_hdl_design_patterns
```

You can use many blocks in the library as cookbook examples of various hardware elements, as follows:

- Copy a block from the library to your model and use it as a computational unit, (generating code in a separate HDL file).

- Copy the code from the block and use it as a subfunction in an existing MATLAB Function block (generating inline HDL code).

Efficient Fixed-Point Algorithms

The MATLAB Function block supports fixed point arithmetic using the Fixed-Point Toolbox `fi` function. This function supports rounding and saturation modes that are useful for coding algorithms that manipulate arbitrary word and fraction lengths. The coder supports all `fi` rounding and overflow modes.

HDL code generated from the MATLAB Function block is bit-true to MATLAB semantics. Generated code uses bit manipulation and bit access operators (e.g., Slice, Extend, Reduce, Concat, etc.) that are native to VHDL and Verilog.

The following discussion shows how HDL code generated from the MATLAB Function block follows cast-before-sum semantics, in which addition and subtraction operands are cast to the result type before the addition or subtraction is performed.

Open the `eml_hdl_design_patterns` library and select the `Combinatrics/eml_expr` block. `eml_expr` implements a simple expression containing addition, subtraction, and multiplication operators with differing fixed point data types. The generated HDL code shows the conversion of this expression with fixed point operands. The following listing shows the code within the MATLAB Function block.

```
% fixpt arithmetic expression
expr = (a*b) - (a+b);

% cast the result to (sfix7_En4) output type
y = fi(expr, 1, 7, 4);
```

The default `fimath` specification for the block determines the behavior of arithmetic expressions using fixed point operands inside the MATLAB Function block:

```
fimath(...
    'RoundMode', 'ceil',...
    'OverflowMode', 'saturate',...
    'ProductMode', 'FullPrecision', 'ProductWordLength', 32,...
    'SumMode', 'FullPrecision', 'SumWordLength', 32,...
    'CastBeforeSum', true)
```

The data types of operands and output are as follows:

- a: (sfix5_En2)

- b: (sfix5_En3)

- y: (sfix7_En4).

Before HDL Code generation, the operation

```
expr = (a*b) - (a+b);
```

is broken down internally into the following substeps:

1 `tmul = a * b;`

2 `tadd = a + b;`

3 `tsub = tmul - tadd;`

4 `y = tsub;`

Based on the `fimath` settings (see "Recommended Practices" on page 13-60) this expression is further broken down internally as follows:

- Based on the specified ProductMode, 'FullPrecision', the output type of tmul is computed as (sfix10_En5).

- Since the CastBeforeSum property is set to 'true', substep 2 is broken down as follows:

```
t1 = (sfix7_En3) a;
t2 = (sfix7_En3) b;
tadd = t1 + t2;
```

  sfix7_En3 is the result sum type after aligning binary points and accounting for an extra bit to account for possible overflow.

- Based on intermediate types of tmul (sfix10_En5) and tadd (sfix7_En3) the result type of the subtraction in substep 3 is computed as sfix11_En5. Accordingly, substep 3 is broken down as follows:

```
t3 = (sfix11_En5) tmul;
t4 = (sfix11_En5) tadd;
tsub = t3 - t4;
```

- Finally the result is cast to a smaller type (sfix7_En4) leading to the following final expression statements:

```
tmul = a * b;
t1 = (sfix7_En3) a;
t2 = (sfix7_En3) b;
tadd = t1 + t2;
t3 = (sfix11_En5) tmul;
t4 = (sfix11_En5) tadd;
tsub = t3 -  t4;
y = (sfix7_En4) tsub;
```

The following listings show the generated VHDL and Verilog code from the eml_expr block.

VHDL code excerpt:

```
BEGIN
    --MATLAB Function 'Subsystem/eml_expr': '<S2>:1'
    -- fixpt arithmetic expression
    --'<S2>:1:4'
    mul_temp <= signed(a) * signed(b);
```

```
        sub_cast <= resize(mul_temp, 11);
        add_cast <= resize(signed(a & '0'), 7);
        add_cast_0 <= resize(signed(b), 7);
        add_temp <= add_cast + add_cast_0;
        sub_cast_0 <= resize(add_temp & '0' & '0', 11);
        expr <= sub_cast - sub_cast_0;
        -- cast the result to correct output type
        --'<S2>:1:7'


        y <= "0111111" WHEN ((expr(10) = '0') AND (expr(9 DOWNTO 7) /= "000"))
              OR ((expr(10) = '0') AND (expr(7 DOWNTO 1) = "0111111"))
            ELSE
          "1000000" WHEN (expr(10) = '1') AND (expr(9 DOWNTO 7) /= "111")
            ELSE
            std_logic_vector(expr(7 DOWNTO 1) + ("0" & expr(0)));

    END fsm_SFHDL;
```

Verilog code excerpt:

```
//MATLAB Function 'Subsystem/eml_expr': '<S2>:1'
    // fixpt arithmetic expression
    //'<S2>:1:4'
    assign mul_temp = a * b;
    assign sub_cast = mul_temp;
    assign add_cast = {a[4], {a, 1'b0}};
    assign add_cast_0 = b;
    assign add_temp = add_cast + add_cast_0;
    assign sub_cast_0 = {{2{add_temp[6]}}, {add_temp, 2'b00}};
    assign expr = sub_cast - sub_cast_0;
    // cast the result to correct output type
    //'<S2>:1:7'
    assign y = (((expr[10] == 0) && (expr[9:7] != 0))
              || ((expr[10] == 0) && (expr[7:1] == 63)) ? 7'sb0111111 :
              ((expr[10] == 1) && (expr[9:7] != 7) ? 7'sb1000000 :
              expr[7:1] + $signed({1'b0, expr[0]})));
```

These code excerpts show that the generated HDL code from the MATLAB
Function block represents the bit-true behavior of fixed point arithmetic
expressions using high level HDL operators. The HDL code is generated

using HDL coding rules like high level `bitselect` and `partselect` replication operators and explicit sign extension and resize operators.

Using Persistent Variables to Model State

To model sophisticated control logic, the ability to model registers is a basic requirement. In the MATLAB Function block programming model, state-holding elements are represented as persistent variables. A variable that is declared `persistent` retains its value across function calls in software, and across sample time steps during simulation. State-holding elements in hardware also require this behavior. Similarly, state-holding elements should retain their values across clock sample times. The values of persistent variables can also be changed using global and local reset conditions.

The subsystem `Delays` in the `eml_hdl_design_patterns` library illustrates how persistent variables can be used to simulate various kinds of delay blocks.

The `unit delay` block delays the input sample by one simulation time step. A persistent variable is used to hold the value, as shown in the following code listing:

```
function y = fcn(u)

persistent u_d;
if isempty(u_d)
    u_d = fi(-1, numerictype(u), fimath(u));
end

% return delayed input from last sample time hit
y = u_d;

% store the current input to be used later
u_d = u;
```

In this example, `u` is a fixed-point operand of type `sfix6`. In the generated HDL code, initialization of persistent variables is moved into the master reset region in the initialization process as follows.

```
ENTITY Unit_Delay IS
    PORT (
```

```
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        u : IN std_logic_vector(15 DOWNTO 0);
        y : OUT std_logic_vector(15 DOWNTO 0));
END Unit_Delay;



ARCHITECTURE fsm_SFHDL OF Unit_Delay IS



BEGIN
    initialize_Unit_Delay : PROCESS (clk, reset)
    BEGIN
        IF reset = '1' THEN
            y <= std_logic_vector(to_signed(0, 16));
        ELSIF clk'EVENT AND clk = '1' THEN
            IF clk_enable = '1' THEN
                y <= u;
            END IF;
        END IF;
    END PROCESS initialize_Unit_Delay;
```

Refer to the `Delays` subsystem to see how vectors of persistent variables can be used to model integer delay, tap delay, and tap delay vector blocks. These design patterns are useful in implementing sequential algorithms that carry state between executions of the MATLAB Function block in a model.

Creating Intellectual Property with the MATLAB Function Block

The MATLAB Function block lets you quickly author intellectual property. It also lets you create alternate implementations of a part of an algorithm.

For example, the subsystem `Comparators` in the `eml_hdl_design_patterns` library includes several alternate algorithms for finding the minimum value of a vector. The `Comparators/eml_linear_min` block finds the minimum of the vector in a linear mode serially. The `Comparators/eml_tree_min` block compares the elements in a tree structure. The tree implementation can

achieve a higher clock frequency by adding pipeline registers between the `log2(N)` stages. (See `eml_hdl_design_patterns/Filters` for an example.)

Now consider replacing the simple comparison operation in the `Comparators` blocks with an arithmetic operation (e.g., addition, subtraction, or multiplication) where intermediate results must be quantized. Using `fimath` rounding settings, you can fine tune intermediate value computations before intermediate values feed into the next stage. This can be a powerful technique for tuning the generated hardware or customizing your algorithm.

By using MATLAB Function blocks in this way, you can guide the detailed operation of the HDL code generator even while writing high-level algorithms.

Modeling Control Logic and Simple Finite State Machines

MATLAB Function block control constructs such as `switch`/`case` and `if-elseif-else`, coupled with fixed point arithmetic operations let you model control logic quickly.

The `FSMs/mealy_fsm_blk` and `FSMs/moore_fsm_blk` blocks in the `eml_hdl_design_patterns` library provide example implementations of Mealy and Moore finite state machines in the MATLAB Function block.

The following listing implements a Moore state machine.

```
function Z = moore_fsm(A)

persistent moore_state_reg;
if isempty(moore_state_reg)
    moore_state_reg = fi(0, 0, 2, 0);
end

S1 = 0;
S2 = 1;
S3 = 2;
S4 = 3;

switch uint8(moore_state_reg)
```

```
        case S1,
            Z = true;
            if (~A)
                moore_state_reg(1) = S1;
            else
                moore_state_reg(1) = S2;
            end
        case S2,
            Z = false;
            if (~A)
                moore_state_reg(1) = S1;
            else
                moore_state_reg(1) = S2;
            end
        case S3,
            Z = false;
            if (~A)
                moore_state_reg(1) = S2;
            else
                moore_state_reg(1) = S3;
            end
        case S4,
            Z = true;
            if (~A)
                moore_state_reg(1) = S1;
            else
                moore_state_reg(1) = S3;
            end
        otherwise,
            Z = false;
    end
```

In this example, a persistent variable (`moore_state_reg`) models state variables. The output depends only on the state variables, thus modeling a Moore machine.

The `FSMs/mealy_fsm_blk` block in the `eml_hdl_design_patterns` library implements a Mealy state machine. A Mealy state machine differs from a Moore state machine in that the outputs depend on inputs as well as state variables.

The MATLAB Function block can quickly model simple state machines and other control-based hardware algorithms (such as pattern matchers or synchronization-related controllers) using control statements and persistent variables.

For modeling more complex and hierarchical state machines with complicated temporal logic, use a Stateflow chart to model the state machine.

Modeling Counters

To implement arithmetic and control logic algorithms in MATLAB Function blocks intended for HDL code generation, there are some simple HDL related coding requirements:

- The top level MATLAB Function block must be called once per time step.

- It must be possible to fully unroll program loops.

- Persistent variables with proper reset values and update logic must be used to hold values across simulation time steps.

- Quantized data variables must be used inside loops.

The following script shows how to model a synchronous up/down counter with preset values and control inputs. The example provides both master reset control of persistent state variables and local reset control using block inputs (e.g. presetClear). The isempty condition enters the initialization process under the control of a synchronous reset. The presetClear section is implemented in the output section in the generated HDL code.

Both the up and down case statements implementing the count loop require that the values of the counter are quantized after addition or subtraction. By default, the MATLAB Function block automatically propagates fixed-point settings specified for the block. In this script, however, fixed-point settings for intermediate quantities and constants are explicitly specified.

```
function [Q, QN] = up_down_ctr(upDown, presetClear, loadData, presetData)

% up down result
% 'result' syntheses into sequential element
```

```
result_nt = numerictype(0,4,0);
result_fm = fimath('OverflowMode', 'saturate', 'RoundMode', 'floor');

initVal = fi(0, result_nt, result_fm);

persistent count;
if isempty(count)
    count = initVal;
end

if presetClear
    count = initVal;
elseif loadData
    count = presetData;
elseif upDown
    inc = count + fi(1, result_nt, result_fm);
    -- quantization of output
    count = fi(inc, result_nt, result_fm);
else
    dec = count - fi(1, result_nt, result_fm);
    -- quantization of output
    count = fi(dec, result_nt, result_fm);
end

Q = count;
QN = bitcmp(count);
```

Modeling Hardware Elements

The following code example shows how to model shift registers in MATLAB Function block code by using the `bitsliceget` and `bitconcat` function. This function implements a serial input and output shifters with a 32–bit fixed-point operand input. See the `Shift Registers/shift_reg_1by32` block in the `eml_hdl_design_patterns` library for more details.

```
function sr_out = fcn(shift, sr_in)
%shift register 1 by 32

persistent sr;
if isempty(sr)
```

```
    sr = fi(0, 0, 32, 0, 'fimath', fimath(sr_in));
end

% return sr[31]
sr_out = getmsb(sr);

if (shift)
    % sr_new[32:1] = sr[31:1] & sr_in
    sr = bitconcat(bitsliceget(sr, 31, 1), sr_in);
end
```

The following code example shows VHDL process code generated for the shift_reg_1by32 block.

```
shift_reg_1by32 : PROCESS (shift, sr_in, sr)
    BEGIN
      sr_next <= sr;
      -- MATLAB Function Function 'Subsystem/shift_reg_1by32': '<S2>:1'
      --shift register 1 by 32
      --'<S2>:1:1
      -- return sr[31]
      --'<S2>:1:10'
      sr_out <= sr(31);

      IF shift /= '0' THEN
          --'<S2>:1:12'
          -- sr_new[32:1] = sr[31:1] & sr_in
          --'<S2>:1:14'
          sr_next <= sr(30 DOWNTO 0) & sr_in;
      END IF;

    END PROCESS shift_reg_1by32;
```

The Shift Registers/shift_reg_1by64 block shows a 64 bit shifter. In this case, the shifter uses two fixed point words, to represent the operand, overcoming the 32–bit word length limitation for fixed-point integers.

Browse the eml_hdl_design_patterns model for other useful hardware elements that can be easily implemented using the MATLAB Function Block.

Using Fixed-Point Bitwise Functions

In this section...
"Overview" on page 13-33
"Bitwise Functions Supported for HDL Code Generation" on page 13-33
"Bit Slice and Bit Concatenation Functions" on page 13-39
"Shift and Rotate Functions" on page 13-40

Overview

The MATLAB Function block supports many bitwise functions that operate on fixed-point integers of arbitrary length. For general information on MATLAB Function block bitwise functions, see "Bitwise Operations" in the Fixed-Point Toolbox documentation.

This section describes HDL code generation support for these functions. "Bitwise Functions Supported for HDL Code Generation" on page 13-33 summarizes the supported functions, with notes that describe considerations specific to HDL code generation. "Bit Slice and Bit Concatenation Functions" on page 13-39 and "Shift and Rotate Functions" on page 13-40 provide usage examples, with corresponding MATLAB Function block code and generated HDL code.

The `Bit Twiddlers/hdl_bit_ops` block in the `eml_hdl_design_patterns` library provides further examples of how to use these functions for various bit manipulation operations.

Bitwise Functions Supported for HDL Code Generation

The following table summarizes MATLAB Function block bitwise functions that are supported for HDL code generation. The Description column notes considerations that are specific to HDL. The following conventions are used in the table:

- `a,b`: Denote fixed-point integer operands.
- `idx`: Denotes an index to a bit within an operand. Indexes can be scalar or vector, depending on the function.

MATLAB Function blocks follow the MATLAB (1-based) indexing conventions. In generated HDL code, such indexes are converted to zero-based indexing conventions.

- lidx, ridx: denote indexes to the left and right boundaries delimiting bit fields. Indexes can be scalar or vector, depending on the function.

- val: Denotes a Boolean value.

Note Indexes, operands, and values passed as arguments bitwise functions can be scalar or vector, depending on the function. See "Bitwise Operations" in the Fixed-Point Toolbox documentation for information on the individual functions.

MATLAB Function Block Syntax	Description	See Also
bitand(a, b)	Bitwise AND	bitand
bitandreduce(a, lidx, ridx)	Bitwise AND of a field of consecutive bits within a. The field is delimited by lidx , ridx. Output data type: ufix1 For VHDL, generates the bitwise AND operator operating on a set of individual slices For Verilog, generates the reduce operator: &a[lidx:ridx]	bitandreduce
bitcmp(a)	Bitwise complement	bitcmp

MATLAB Function Block Syntax	Description	See Also
`bitconcat(a, b)` `bitconcat([a_vector])` `bitconcat(a, b,c,d,...)`	Concatenate fixed-point operands. Operands can be of different signs. Output data type: `ufixN`, where N is the sum of the word lengths of `a` and `b`. For VHDL, generates the concatenation operator: `(a & b)` For Verilog, generates the concatenation operator: `{a , b}`	`bitconcat`
`bitget(a,idx)`	Access a bit at position `idx`. For VHDL, generates the slice operator: `a(idx)` For Verilog, generates the slice operator: `a[idx]`	`bitget`
`bitor(a, b)`	Bitwise OR	`bitor`
`bitorreduce(a, lidx, ridx)`	Bitwise OR of a field of consecutive bits within `a`. The field is delimited by `lidx` and `ridx`. Output data type: `ufix1` For VHDL, generates the bitwise OR operator operating on a set of individual slices. For Verilog, generates the reduce operator: `|a[lidx:ridx]`	`bitorreduce`
`bitset(a, idx, val)`	Set or clear bit(s) at position `idx`. If `val = 0`, clears the indicated bit(s). Otherwise, sets the indicated bits.	`bitset`
`bitreplicate(a, n)`	Concatenate bits of `fi` object `a` n times	`bitreplicate`

MATLAB Function Block Syntax	Description	See Also
`bitrol(a, idx)`	Rotate left. `idx` must be a positive integer. The value of `idx` can be greater than the word length of `a`. `idx` is always normalized to `mod(idx, wlen)`, where `wlen` is the word length of `a`. For VHDL, generates the `rol` operator. For Verilog, generates the following expression (where `wl` is the word length of `a`: `a << idx || a >> wl - idx`	`bitrol`
`bitror(a, idx)`	Rotate right. `idx` must be a positive integer. The value of `idx` can be greater than the word length of `a`. `idx` is always normalized to `mod(idx, wlen)`, where `wlen` is the word length of `a`. For VHDL, generates the `ror` operator. For Verilog, generates the following expression (where `wl` is the word length of `a`: `a >> idx || a << wl - idx`	`bitror`
`bitset(a, idx, val)`	Set or clear bit(s) at position `idx`. If `val = 0`, clears the indicated bit(s). Otherwise, sets the indicated bits.	`bitset`

MATLAB Function Block Syntax	Description	See Also
`bitshift(a, idx)`	**Note:** for efficient HDL code generation use, use `bitsll`, `bitsrl`, *or* `bitsra` *instead of* `bitshift`. Shift left or right, based on the positive or negative integer value of `idx`. `idx` must be an integer. For positive values of `idx`, shift left `idx` bits. For negative values of `idx`, shift right `idx` bits. If `idx` is a variable, generated code contains logic for both left shift and right shift. Result values saturate if the `overflowMode` of `a` is set to `saturate`.	`bitshift`
`bitsliceget(a, lidx, ridx)`	Access consecutive set of bits from `lidx` to `ridx`. Output data type: `ufixN`, where `N = lidx-ridix+1`.	`bitsliceget`
`bitsll(a, idx)`	Shift left logical. `idx` must be a scalar within the range `O <= idx < wl` where `wl` is the word length of `a`. Overflow and rounding modes of input operand `a` are ignored. Generates `sll` operator in VHDL. Generates `<<` operator in Verilog.	`bitsll`

MATLAB Function Block Syntax	Description	See Also
`bitsra(a, idx)`	Shift right arithmetic. `idx` must be a scalar within the range `0 <= idx < wl` where `wl` is the word length of `a`, Overflow and rounding modes of input operand `a` are ignored. Generates `sra` operator in VHDL. Generates `>>>` operator in Verilog.	`bitsra`
`bitsrl(a, idx)`	Shift right logical. `idx` must be a scalar within the range `0 <= idx < wl` where `wl` is the word length of `a`. Overflow and rounding modes of input operand `a` are ignored. Generates `srl` operator in VHDL. Generates `>>` operator in Verilog.	`bitsrl`
`bitxor(a, b)`	Bitwise XOR	`bitxor`
`bitxorreduce(a, lidx, ridx)`	Bitwise XOR reduction. Bitwise XOR of a field of consecutive bits within `a`. The field is delimited by `lidx` and `ridx`. Output data type: `ufix1` For VHDL, generates a set of individual slices. For Verilog, generates the reduce operator: `^a[lidx:ridx]`	`bitxorreduce`

MATLAB Function Block Syntax	Description	See Also
getlsb(a)	Return value of LSB.	getlsb
getmsb(a)	Return value of MSB.	getmsb

Bit Slice and Bit Concatenation Functions

This section shows you how to use the functions bitsliceget and bitconcat to access and manipulate bit slices (fields) in a fixed-point or integer word. As an example, consider the operation of swapping the upper and lower 4-bit nibbles of an 8-bit byte. The following example accomplishes this without resorting to traditional mask-and-shift techniques.

```
function y = fcn(u)
% NIBBLE SWAP
y = bitconcat(
      bitsliceget(u, 4, 1),
      bitsliceget(u, 8, 5));
```

The bitsliceget and bitconcat functions map directly to slice and concat operators in both VHDL and Verilog.

The following listing shows the corresponding generated VHDL code.

```
ENTITY fcn IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        u : IN std_logic_vector(7 DOWNTO 0);
        y : OUT std_logic_vector(7 DOWNTO 0));
END nibble_swap_7b;


ARCHITECTURE fsm_SFHDL OF fcn IS


BEGIN
    -- NIBBLE SWAP
```

```
        y <= u(3 DOWNTO 0) & u(7 DOWNTO 4);
    END fsm_SFHDL;
```

The following listing shows the corresponding generated Verilog code.

```
module fcn (clk, clk_enable, reset, u, y );
    input clk;
    input clk_enable;
    input reset;
    input [7:0] u;
    output [7:0] y;

    // NIBBLE SWAP
    assign y = {u[3:0], u[7:4]};

endmodule
```

Shift and Rotate Functions

The MATLAB Function block supports shift and rotate functions that mimic
HDL-specific operators without saturation and rounding logic.

The following code implements a barrel shifter/rotator that performs a selected
operation (based on the mode argument) on a fixed point input operand.

```
function y   = fcn(u, mode)
% Multi Function Barrel Shifter/Rotator

% fixed width shift operation
fixed_width = uint8(3);

switch mode
    case 1
        % shift left logical
        y = bitsll(u, fixed_width);
    case 2
        % shift right logical
        y = bitsrl(u, fixed_width);
    case 3
        % shift right arithmetic
```

```
                y = bitsra(u, fixed_width);
        case 4
            % rotate left
            y = bitrol(u, fixed_width);
        case 5
            % rotate right
            y = bitror(u, fixed_width);
        otherwise
            % do nothing
            y = u;
    end
```

In VHDL code generated for this function, the shift and rotate functions map directly to shift and rotate instructions in VHDL.

```
    CASE mode IS
            WHEN "00000001" =>
                -- shift left logical
                --'<S2>:1:8'
                cr := signed(u) sll 3;
                y <= std_logic_vector(cr);
            WHEN "00000010" =>
                -- shift right logical
                --'<S2>:1:11'
                b_cr := signed(u) srl 3;
                y <= std_logic_vector(b_cr);
            WHEN "00000011" =>
                -- shift right arithmetic
                --'<S2>:1:14'
                c_cr := SHIFT_RIGHT(signed(u) , 3);
                y <= std_logic_vector(c_cr);
            WHEN "00000100" =>
                -- rotate left
                --'<S2>:1:17'
                d_cr := signed(u) rol 3;
                y <= std_logic_vector(d_cr);
            WHEN "00000101" =>
                -- rotate right
                --'<S2>:1:20'
                e_cr := signed(u) ror 3;
```

```
                    y <= std_logic_vector(e_cr);
               WHEN OTHERS =>
                    -- do nothing
                    --'<S2>:1:23'
                    y <= u;
          END CASE;
```

The corresponding Verilog code is similar, except that Verilog does not have native operators for rotate instructions.

```
          case ( mode)
              1 :
                  begin
                      // shift left logical
                      //'<S2>:1:8'
                      cr = u <<< 3;
                      y = cr;
                  end
              2 :
                  begin
                      // shift right logical
                      //'<S2>:1:11'
                      b_cr = u >> 3;
                      y = b_cr;
                  end
              3 :
                  begin
                      // shift right arithmetic
                      //'<S2>:1:14'
                      c_cr = u >>> 3;
                      y = c_cr;
                  end
              4 :
                  begin
                      // rotate left
                      //'<S2>:1:17'
                      d_cr = {u[12:0], u[15:13]};
                      y = d_cr;
                  end
              5 :
```

```
        begin
            // rotate right
            //'<S2>:1:20'
            e_cr = {u[2:0], u[15:3]};
            y = e_cr;
        end
    default :
        begin
            // do nothing
            //'<S2>:1:23'
            y = u;
        end
endcase
```

Using Complex Signals

In this section...
"Introduction" on page 13-44
"Declaring Complex Signals" on page 13-44
"Conversion Between Complex and Real Signals" on page 13-46
"Arithmetic Operations on Complex Numbers" on page 13-46
"Support for Vectors of Complex Numbers" on page 13-50
"Other Operations on Complex Numbers" on page 13-51

Introduction

This section describes MATLAB Function block support for complex data types for HDL code generation. See also the `eml_hdl_design_patterns` library for numerous examples showing HDL related applications of complex arithmetic in MATLAB Function blocks.

Declaring Complex Signals

The following MATLAB Function block code declares several local complex variables. x and y are declared by complex constant assignment; z is created using the using the `complex()` function.

```
function [x,y,z] = fcn

% create 8 bit complex constants
x = uint8(1 + 2i);
y = uint8(3 + 4j);
z = uint8(complex(5, 6));
```

The following code example shows VHDL code generated from the previous MATLAB Function block code.

```
ENTITY complex_decl IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
```

```
            reset : IN std_logic;
            x_re : OUT std_logic_vector(7 DOWNTO 0);
            x_im : OUT std_logic_vector(7 DOWNTO 0);
            y_re : OUT std_logic_vector(7 DOWNTO 0);
            y_im : OUT std_logic_vector(7 DOWNTO 0);
            z_re : OUT std_logic_vector(7 DOWNTO 0);
            z_im : OUT std_logic_vector(7 DOWNTO 0));
END complex_decl;



ARCHITECTURE fsm_SFHDL OF complex_decl IS

BEGIN
    x_re <= std_logic_vector(to_unsigned(1, 8));
    x_im <= std_logic_vector(to_unsigned(2, 8));
    y_re <= std_logic_vector(to_unsigned(3, 8));
    y_im <= std_logic_vector(to_unsigned(4, 8));
    z_re <= std_logic_vector(to_unsigned(5, 8));
    z_im <= std_logic_vector(to_unsigned(6, 8));
END fsm_SFHDL;
```

As shown in the example, all complex inputs, outputs and local variables declared in MATLAB Function block code expand into real and imaginary signals. The naming conventions for these derived signals are:

- Real components have the same name as the original complex signal, suffixed with the default string '_re' (for example, x_re). To specify a different suffix, set the **Complex real part postfix** option (or the corresponding ComplexRealPostfix CLI property).

- Imaginary components have the same name as the original complex signal, suffixed with the string '_im' (for example, x_im). To specify a different suffix, set the **Complex imaginary part postfix** option (or the corresponding ComplexImagPostfix CLI property).

A complex variable declared in a MATLAB Function block remains complex during the entire length of the program.

Conversion Between Complex and Real Signals

The MATLAB Function block provides access to the fields of a complex signal via the `real()` and `imag()` functions, as shown in the following code.

```
function [Re_part, Im_part]= fcn(c)
% Output real and imaginary parts of complex input signal


Re_part = real(c);
Im_part = imag(c);
```

The coder supports these constructs, accessing the corresponding real and imaginary signal components in generated HDL code. In the following Verilog code example, the MATLAB Function block complex signal variable `c` is flattened into the signals `c_re` and `c_im`. Each of these signals is assigned to the output variables `Re_part` and `Im_part`, respectively.

```
module Complex_To_Real_Imag (clk, clk_enable, reset, c_re, c_im, Re_part, Im_part );

    input clk;
    input clk_enable;
    input reset;
    input [3:0] c_re;
    input [3:0] c_im;
    output [3:0] Re_part;
    output [3:0] Im_part;

    // Output real and imaginary parts of complex input signal
    assign Re_part = c_re;
    assign Im_part = c_im;
```

Arithmetic Operations on Complex Numbers

When generating HDL code for the MATLAB Function block, the coder supports the following arithmetic operators for complex numbers composed of all base types (integer, fixed-point, double):

- Addition (+)

- Subtraction (-)

- Multiplication (*)

The coder supports division only for the Fixed-Point Toolbox `divide` function (see divide). The `divide` function is supported only if the base type of both complex operands is fixed-point.

As shown in the following example, the default sum and product mode for fixed-point objects is `FullPrecsion`, and the `CastBeforeSum` property defaults to `true`.

```
fm = hdlfimath

fm =


              RoundMode: floor
           OverflowMode: wrap
            ProductMode: FullPrecision
   MaxProductWordLength: 128
                SumMode: FullPrecision
       MaxSumWordLength: 128
          CastBeforeSum: true
```

Given fixed-point operands, the coder follows full-precision cast before sum semantics. Each addition or subtraction increases the result width by one bit. Further casting is necessary to bring the results back to a smaller bit width.

In the following example function, two complex operands (with real and imaginary `ufix4` components) are summed, with a complex result having real and imaginary `ufix5` components. The result is then cast back to the original bit width.

```
function z = fcn(x, y)
% addition of two complex numbers x,y of type 'ufix4'

% x+y will have'ufix5' type
z = x+y;

% to cast the result back to 'ufix4'
% z = fi(x + y, numerictype(x), fimath(x));
```

The following example shows VHDL code generated from this function.

```
ENTITY complex_add_entity IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        x_re : IN std_logic_vector(3 DOWNTO 0);
        x_im : IN std_logic_vector(3 DOWNTO 0);
        y_re : IN std_logic_vector(3 DOWNTO 0);
        y_im : IN std_logic_vector(3 DOWNTO 0);
        z_re : OUT std_logic_vector(4 DOWNTO 0);
        z_im : OUT std_logic_vector(4 DOWNTO 0));
END complex_add_entity;


ARCHITECTURE fsm_SFHDL OF complex_add_entity IS


BEGIN
    -- addition of two complex numbers x,y of type 'ufix4'
    -- x+y will have'ufix5' type
    z_re <= std_logic_vector(resize(unsigned(x_re), 5) +
                             resize(unsigned(y_re), 5));

    z_im <= std_logic_vector(resize(unsigned(x_im), 5) +
                             resize(unsigned(y_im), 5));

    -- to cast the result back to 'ufix4' use
    -- z = fi(x + y, numerictype(x), fimath(x));


END fsm_SFHDL;
```

Similarly, for the product operation in `FullPrecision` mode, the result bit width increases to the sum of the lengths of the individual operands. Further casting is necessary to bring the results back to a smaller bit width.

The following example function shows how the product of two complex operands (with real and imaginary `ufix4` components) can be cast back to the original bit width.

```
function z = fcn(x, y)
% Multiplication of two complex numbers x,y of type 'ufix4'
```

```
% x*y will have'ufix8' type
z = x * y;

% to cast the result back to 'ufix4'
% z = fi(x * y, numerictype(x), fimath(x));
```

The following example shows VHDL code generated from this function.

```
ENTITY complex_mul IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        x_re : IN std_logic_vector(3 DOWNTO 0);
        x_im : IN std_logic_vector(3 DOWNTO 0);
        y_re : IN std_logic_vector(3 DOWNTO 0);
        y_im : IN std_logic_vector(3 DOWNTO 0);
        z_re : OUT std_logic_vector(8 DOWNTO 0);
        z_im : OUT std_logic_vector(8 DOWNTO 0));
END complex_mul;



ARCHITECTURE fsm_SFHDL OF complex_mul IS

    SIGNAL pr1 : unsigned(7 DOWNTO 0);
    SIGNAL pr2 : unsigned(7 DOWNTO 0);
    SIGNAL pr1in : unsigned(8 DOWNTO 0);
    SIGNAL pr2in : unsigned(8 DOWNTO 0);
    SIGNAL pre : unsigned(8 DOWNTO 0);
    SIGNAL pi1 : unsigned(7 DOWNTO 0);
    SIGNAL pi2 : unsigned(7 DOWNTO 0);
    SIGNAL pi1in : unsigned(8 DOWNTO 0);
    SIGNAL pi2in : unsigned(8 DOWNTO 0);
    SIGNAL pim : unsigned(8 DOWNTO 0);

BEGIN
 -- addition of two complex numbers x,y of type 'ufix4'
    -- x*y will have'ufix8' type
    pr1 <= unsigned(x_re) * unsigned(y_re);
    pr2 <= unsigned(x_im) * unsigned(y_im);
```

```
        pr1in <= resize(pr1, 9);
        pr2in <= resize(pr2, 9);
        pre <= pr1in - pr2in;
        pi1 <= unsigned(x_re) * unsigned(y_im);
        pi2 <= unsigned(x_im) * unsigned(y_re);
        pi1in <= resize(pi1, 9);
        pi2in <= resize(pi2, 9);
        pim <= pi1in + pi2in;
        z_re <= std_logic_vector(pre);
        z_im <= std_logic_vector(pim);
        -- to cast the result back to 'ufix4'
        -- z = fi(x * y, numerictype(x), fimath(x));
    END fsm_SFHDL;
```

Support for Vectors of Complex Numbers

MATLAB Function block supports HDL code generation for vectors of complex numbers. Like scalar complex numbers, vectors of complex numbers are flattened down to vectors of real and imaginary parts in generated HDL code.

For example in the following script t is a complex vector variable of base type ufix4 and size [1,2].

```
function y = fcn(u1, u2)

t = [u1 u2];
y = t+1;
```

In the generated HDL code the variable t is broken down into real and imaginary parts with the same two-element array. .

```
VARIABLE t_re : vector_of_unsigned4(0 TO 3);
VARIABLE t_im : vector_of_unsigned4(0 TO 3);
```

The real and imaginary parts of the complex number have the same vector of type ufix4, as shown in the following code.

```
TYPE vector_of_unsigned4 IS ARRAY (NATURAL RANGE <>) OF unsigned(3 DOWNTO 0);
```

All complex vector-based operations (+,-,* etc.,) are similarly broken down to vectors of real and imaginary parts. Operations are performed independently on all the elements of such vectors, following MATLAB semantics for vectors of complex numbers.

In both VHDL and Verilog code generated for the MATLAB Function block, complex vector ports are always flattened. If complex vector variables appear on inputs and outputs, real and imaginary vector components are further flattened to scalars.

In the following code, u1 and u2 are scalar complex numbers and y is a vector of complex numbers.

```
function y = fcn(u1, u2)

t = [u1 u2];
y = t+1;
```

This generates the following port declarations in a VHDL entity definition.

```
ENTITY _MATLAB_Function IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        u1_re : IN vector_of_std_logic_vector4(0 TO 1);
        u1_im : IN vector_of_std_logic_vector4(0 TO 1);
        u2_re : IN vector_of_std_logic_vector4(0 TO 1);
        u2_im : IN vector_of_std_logic_vector4(0 TO 1);
        y_re : OUT vector_of_std_logic_vector32(0 TO 3);
        y_im : OUT vector_of_std_logic_vector32(0 TO 3));
END _MATLAB_Function;
```

Other Operations on Complex Numbers

The coder supports the following functions with complex operands:

- complex

- real

- imag

- conj
- transpose
- ctranspose
- isnumeric
- isreal
- isscalar

The isreal function, which always returns 0 for complex numbers, is particularly useful for writing functions that behave differently based on whether the input is a complex or real signal.

```
function y = fcn(u)

% output is same as input if 'u' is real
% output is  conjugate of input if 'u' is complex

if isreal(u)
    y = u;
else
    y = conj(u);
end
```

For detailed information on these functions, see "Functions Supported for Code Acceleration and Code Generation from MATLAB" in the Fixed-Point Toolbox documentation.

Distributed Pipeline Insertion for MATLAB Function Blocks

Overview

Distributed pipeline insertion is a special optimization for HDL code generated from MATLAB Function blocks or Stateflow charts. Distributed pipeline insertion lets you achieve higher clock rates in your HDL applications, at the cost of some amount of latency caused by the introduction of pipeline registers.

For general information on distributed pipeline insertion, including limitations, see "DistributedPipelining" on page 5-75.

Example: Multiplier Chain

This section examines distributed pipeline insertion as applied to a simple model that implements a chain of 5 multiplications. If you are unfamiliar with block implementation parameters, seeChapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" before studying this example.

The example model is available in the demos folder as `MATLABROOT\toolbox\hdlcoder\hdlcoderdemos\mpipe_multchain.mdl`.

The root level model contains a subsystem `multi_chain`. The `multi_chain` subsystem functions as the device under test (DUT) from which HDL code is generated. The subsystem drives a MATLAB Function block, `mult8`. The following figure shows the subsystem.
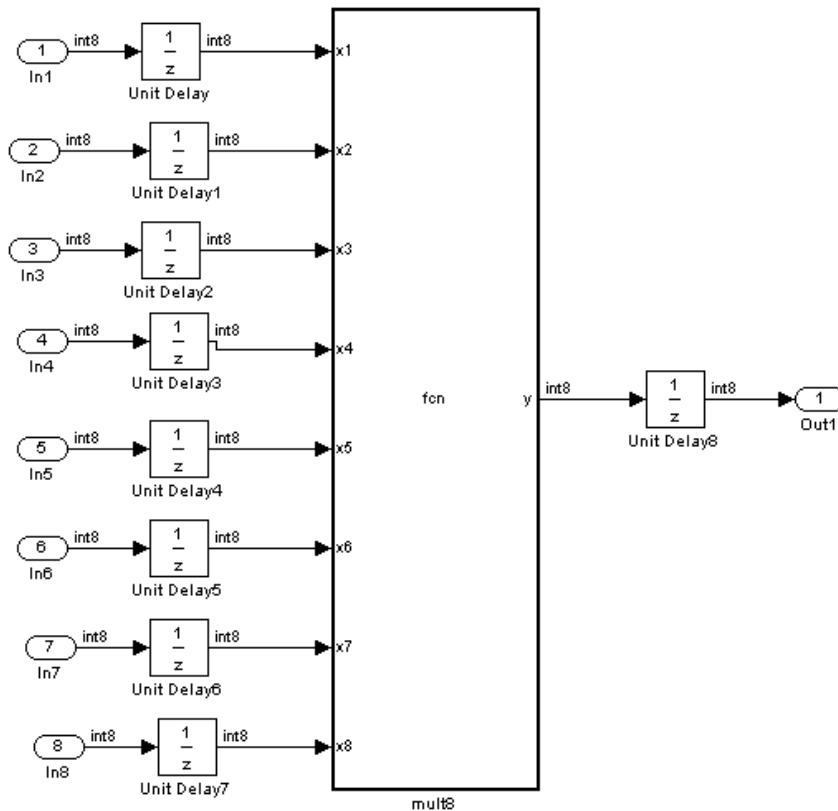
The following figure shows a chain of multiplications as coded in the `mult8`
MATLAB Function block:

```
function y = fcn(x1,x2,x3,x4,x5,x6,x7,x8)
% A chained multiplication:
% y = (x1*x2)*(x3*x4)*(x5*x6)*(x7*x8)

y1 = x1 * x2;
y2 = x3 * x4;
y3 = x5 * x6;
y4 = x7 * x8;
```

```
y5 = y1 * y2;
y6 = y3 * y4;

y = y5 * y6;
```

To apply distributed pipeline insertion to this block, use the HDL Properties dialog box for the mult8 block. Specify generation of two pipeline stages for the MATLAB Function block, and enable the distributed pipeline optimization:
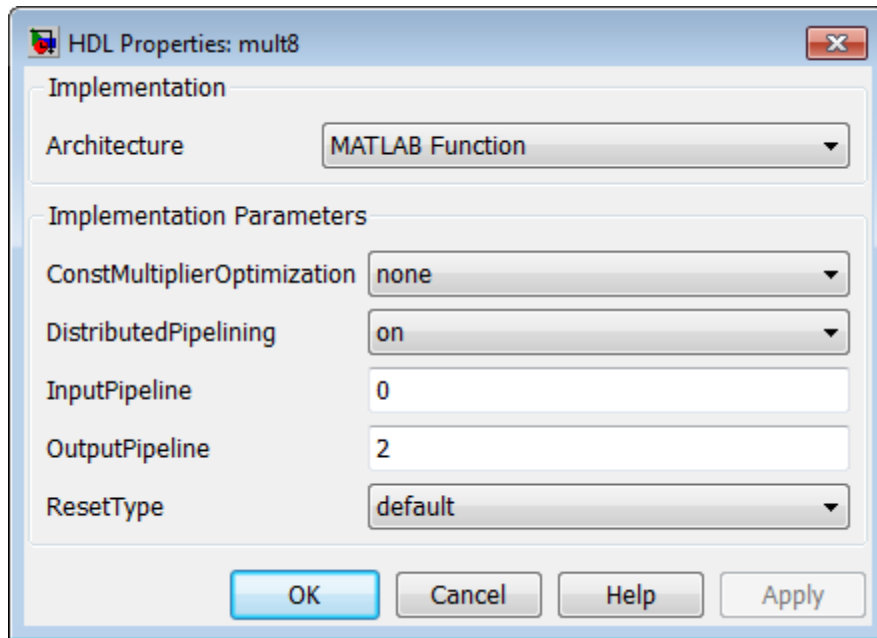
In the Configuration Parameters dialog box, the top-level **HDL Code Generation** options specify that:

- VHDL code is generated from the subsystem mpipe_multchain/mult_chain.

- The coder will generate code and display the generated model.

The insertion of two pipeline stages into the generated HDL code results in a latency of two clock cycles. In the generated model, a delay of two clock

cycles is inserted before the output of the `mpipe_multchain/mult_chain/mult8` subsystem. This ensures that simulations of the model accurately reflect the behavior of the generated HDL code. The following figure shows the inserted Integer Delay block.
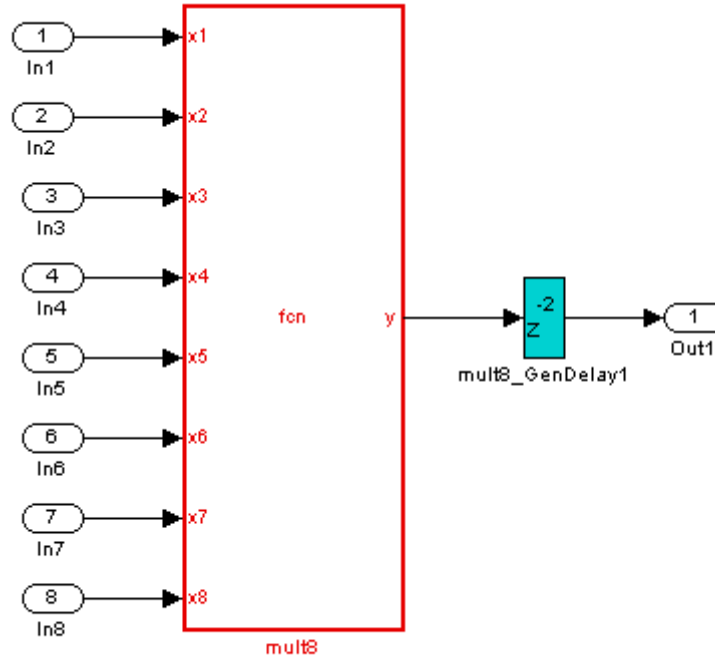
The following listing shows the complete architecture section of the generated code. Comments generated by the coder indicate the pipeline register definitions.

```
ARCHITECTURE fsm_SFHDL OF mult8 IS

    SIGNAL pipe_var_0_1 : signed(7 DOWNTO 0);    -- Pipeline reg from stage 0 to stage 1
    SIGNAL b_pipe_var_0_1 : signed(7 DOWNTO 0);   -- Pipeline reg from stage 0 to stage 1
    SIGNAL c_pipe_var_0_1 : signed(7 DOWNTO 0);   -- Pipeline reg from stage 0 to stage 1
    SIGNAL d_pipe_var_0_1 : signed(7 DOWNTO 0);   -- Pipeline reg from stage 0 to stage 1
    SIGNAL pipe_var_1_2 : signed(7 DOWNTO 0);    -- Pipeline reg from stage 1 to stage 2
```

```
            SIGNAL b_pipe_var_1_2 : signed(7 DOWNTO 0);   -- Pipeline reg from stage 1 to stage 2
            SIGNAL pipe_var_0_1_next : signed(7 DOWNTO 0);
            SIGNAL b_pipe_var_0_1_next : signed(7 DOWNTO 0);
            SIGNAL c_pipe_var_0_1_next : signed(7 DOWNTO 0);
            SIGNAL d_pipe_var_0_1_next : signed(7 DOWNTO 0);
            SIGNAL pipe_var_1_2_next : signed(7 DOWNTO 0);
            SIGNAL b_pipe_var_1_2_next : signed(7 DOWNTO 0);
            SIGNAL y1 : signed(7 DOWNTO 0);
            SIGNAL y2 : signed(7 DOWNTO 0);
            SIGNAL y3 : signed(7 DOWNTO 0);
            SIGNAL y4 : signed(7 DOWNTO 0);
            SIGNAL y5 : signed(7 DOWNTO 0);
            SIGNAL y6 : signed(7 DOWNTO 0);
            SIGNAL mul_temp : signed(15 DOWNTO 0);
            SIGNAL mul_temp_0 : signed(15 DOWNTO 0);
            SIGNAL mul_temp_1 : signed(15 DOWNTO 0);
            SIGNAL mul_temp_2 : signed(15 DOWNTO 0);
            SIGNAL mul_temp_3 : signed(15 DOWNTO 0);
            SIGNAL mul_temp_4 : signed(15 DOWNTO 0);
            SIGNAL mul_temp_5 : signed(15 DOWNTO 0);

    BEGIN
        initialize_mult8 : PROCESS (clk, reset)
        BEGIN
            IF reset = '1' THEN
                pipe_var_0_1 <= to_signed(0, 8);
                b_pipe_var_0_1 <= to_signed(0, 8);
                c_pipe_var_0_1 <= to_signed(0, 8);
                d_pipe_var_0_1 <= to_signed(0, 8);
                pipe_var_1_2 <= to_signed(0, 8);
                b_pipe_var_1_2 <= to_signed(0, 8);
            ELSIF clk'EVENT AND clk= '1' THEN
                IF clk_enable= '1' THEN
                    pipe_var_0_1 <= pipe_var_0_1_next;
                    b_pipe_var_0_1 <= b_pipe_var_0_1_next;
                    c_pipe_var_0_1 <= c_pipe_var_0_1_next;
                    d_pipe_var_0_1 <= d_pipe_var_0_1_next;
                    pipe_var_1_2 <= pipe_var_1_2_next;
                    b_pipe_var_1_2 <= b_pipe_var_1_2_next;
                END IF;
```

```
        END IF;
    END PROCESS initialize_mult8;

    -- This block supports an embeddable subset of the MATLAB language.
    -- See the help menu for details.
    --y = (x1+x2)+(x3+x4)+(x5+x6)+(x7+x8);
    mul_temp <= signed(x1) * signed(x2);

    y1 <= "01111111" WHEN (mul_temp(15) = '0') AND (mul_temp(14 DOWNTO 7) /= "00000000")
        ELSE "10000000" WHEN (mul_temp(15) = '1') AND (mul_temp(14 DOWNTO 7) /= "11111111")
        ELSE mul_temp(7 DOWNTO 0);

    mul_temp_0 <= signed(x3) * signed(x4);

    y2 <= "01111111" WHEN (mul_temp_0(15) ='0') AND (mul_temp_0(14 DOWNTO 7) /= "00000000")
    ELSE "10000000" WHEN (mul_temp_0(15) = '1') AND (mul_temp_0(14 DOWNTO 7) /= "11111111")
    ELSE mul_temp_0(7 DOWNTO 0);

    mul_temp_1 <= signed(x5) * signed(x6);

    y3 <= "01111111" WHEN (mul_temp_1(15) = '0') AND (mul_temp_1(14 DOWNTO 7) /= "00000000")
    ELSE "10000000" WHEN (mul_temp_1(15) = '1') AND (mul_temp_1(14 DOWNTO 7) /= "11111111")
    ELSE mul_temp_1(7 DOWNTO 0);

    mul_temp_2 <= signed(x7) * signed(x8);

    y4 <= "01111111" WHEN (mul_temp_2(15)= '0')AND (mul_temp_2(14 DOWNTO 7) /= "00000000")
    ELSE "10000000" WHEN (mul_temp_2(15) = '1') AND (mul_temp_2(14 DOWNTO 7) /= "11111111")
    ELSE mul_temp_2(7 DOWNTO 0);

    mul_temp_3 <= pipe_var_0_1 * b_pipe_var_0_1;

    y5 <= "01111111" WHEN (mul_temp_3(15) = '0') AND (mul_temp_3(14 DOWNTO 7)/= "00000000")
    ELSE "10000000" WHEN (mul_temp_3(15) = '1') AND (mul_temp_3(14 DOWNTO 7) /= "11111111")
    ELSE mul_temp_3(7 DOWNTO 0);

    mul_temp_4 <= c_pipe_var_0_1 * d_pipe_var_0_1;

    y6 <= "01111111" WHEN (mul_temp_4(15)='0') AND (mul_temp_4(14 DOWNTO 7) /= "00000000")
    ELSE "10000000" WHEN (mul_temp_4(15) = '1') AND (mul_temp_4(14 DOWNTO 7) /= "11111111")
```

```
        ELSE mul_temp_4(7 DOWNTO 0);

    mul_temp_5 <= pipe_var_1_2 * b_pipe_var_1_2;

    y <= "01111111" WHEN (mul_temp_5(15) = '0') AND (mul_temp_5(14 DOWNTO 7) /= "00000000")
    ELSE "10000000" WHEN (mul_temp_5(15) = '1') AND (mul_temp_5(14 DOWNTO 7) /= "11111111")
    ELSE std_logic_vector(mul_temp_5(7 DOWNTO 0));

    b_pipe_var_1_2_next <= y6;
    pipe_var_1_2_next <= y5;
    d_pipe_var_0_1_next <= y4;
    c_pipe_var_0_1_next <= y3;
    b_pipe_var_0_1_next <= y2;
    pipe_var_0_1_next <= y1;
END fsm_SFHDL;
```

Recommended Practices

In this section...
"Introduction" on page 13-60
"Use Compiled External Functions With MATLAB Function Blocks" on page 13-60
"Build the MATLAB Function Block Code First" on page 13-60
"Use the hdlfimath Utility for Optimized FIMATH Settings" on page 13-61
"Use Optimal Fixed-Point Option Settings" on page 13-63

Introduction

This section describes recommended practices when using the MATLAB Function block for HDL code generation.

By setting MATLAB Function block options as described in this section, you can significantly increase the efficiency of generated HDL code. See "Setting Optimal Fixed-Point Options for the MATLAB Function Block" on page 13-9 for an example.

Use Compiled External Functions With MATLAB Function Blocks

The coder supports HDL code generation from MATLAB Function blocks that include compiled external functions. This feature lets you write reusable MATLAB code and call it from multiple MATLAB Function blocks.

Such functions must be defined in files that are on the MATLAB Function block path, and must include the %#codegen compilation directive. See "Adding the Compilation Directive %#codegen" for information on how to create, compile, and invoke external functions.

Build the MATLAB Function Block Code First

Before generating HDL code for a subsystem containing a MATLAB Function block, it is strongly recommended that you build the MATLAB Function Block

code to check for errors. To build the code, select **Build** from the **Tools** menu in the MATLAB Function Block Editor (or press **CTRL+B**).

Use the hdlfimath Utility for Optimized FIMATH Settings

The `hdlfimath.m` function is a utility that defines a FIMATH specification that is optimized for HDL code generation. It is strongly recommended that you replace the default **MATLAB Function block fimath** specification with a call to the `hdlfimath` function, as shown in the following figure.

MATLAB Function: eml_inc_block

Name: eml_inc_block

Update method: Inherited ▾   Sample Time: [   ]

☑ Support variable-size arrays

☑ Saturate on integer overflow

☐ Lock Editor

Treat these inherited Simulink signal types as fi objects: Fixed-point ▾

MATLAB Function block fimath

  ◯ Same as MATLAB   ◉ Specify Other

hdlfimath;

Revert   Help   Apply
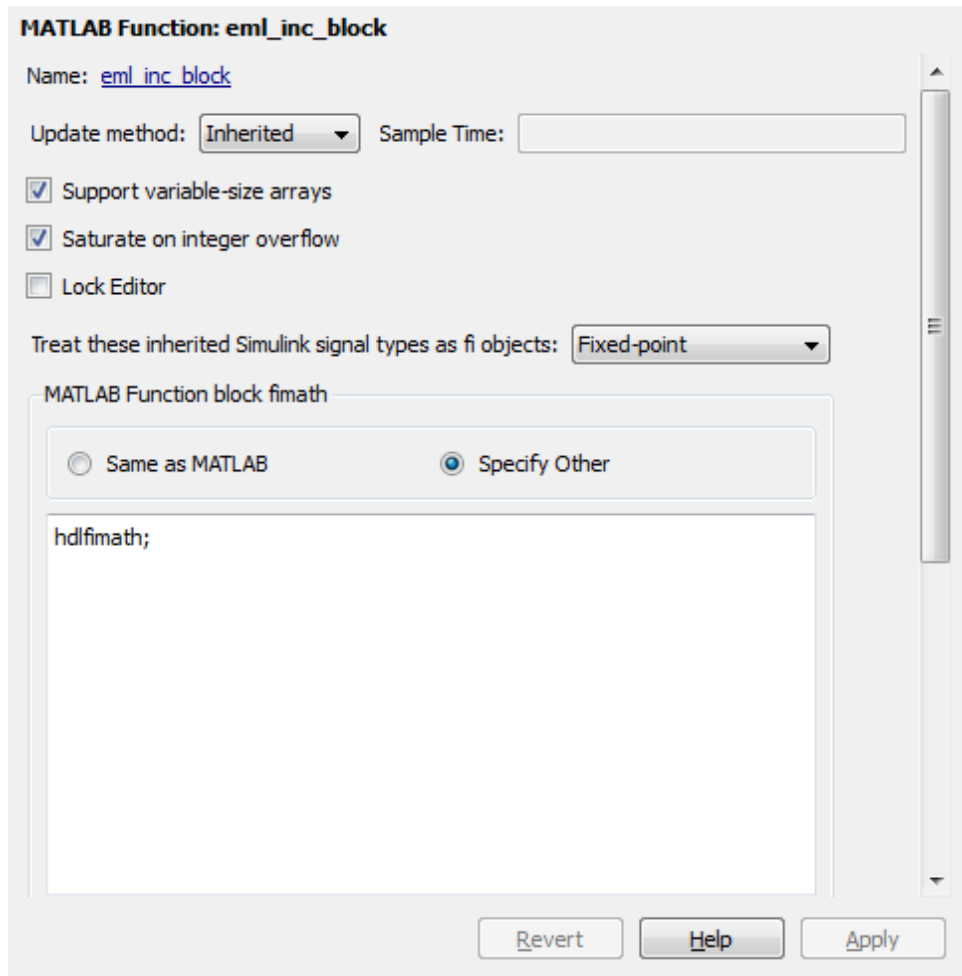
The following listing shows the FIMATH setting defined by hdlfimath.

```
hdlfm = fimath(...
    'RoundMode', 'floor',...
    'OverflowMode', 'wrap',...
    'ProductMode', 'FullPrecision', 'ProductWordLength', 32,...
    'SumMode', 'FullPrecision', 'SumWordLength', 32,...
    'CastBeforeSum', true);
```

> **Note** Use of 'floor' rounding mode for signed integer division will cause an error at code generation time. The HDL division operator does not support 'floor' rounding mode. Use 'round' mode, or else change the signed integer division operations to unsigned integer division.

> **Note** When the FIMATH OverflowMode property of the FIMATH specification is set to 'Saturate', HDL code generation is disallowed for the following cases:
>
> • SumMode is set to 'SpecifyPrecision'
>
> • ProductMode is set to 'SpecifyPrecision'

Use Optimal Fixed-Point Option Settings

Use the default (Fixed-point) setting for the **Treat these inherited signal types as fi objects** option , as shown in the following figure.

MATLAB Function: eml_inc_block

Name: eml_inc_block

Update method: Inherited ▼   Sample Time: [   ]

☑ Support variable-size arrays

☑ Saturate on integer overflow

☐ Lock Editor

Treat these inherited Simulink signal types as fi objects: Fixed-point ▼

MATLAB Function block fimath

⦿ Same as MATLAB   ○ Specify Other

```
fimath('RoundMode', 'nearest',...
'OverflowMode', 'saturate',...
'ProductMode','FullPrecision',...
'MaxProductWordLength', 128,...
'SumMode','FullPrecision',...
'MaxSumWordLength', 128)
```

Revert   Help   Apply

Language Support

Fixed-Point Runtime Library Support

The coder supports most of the fixed-point runtime library functions supported by the MATLAB Function block. For a complete list of these functions, see "Functions Supported for Code Acceleration and Code Generation from MATLAB" in the Fixed-Point Toolbox documentation.

Some functions are not supported, or are subject to some restrictions. These functions are summarized in the following table.

Function	Restriction	Notes
disp	Not supported	
get	Not supported	This function returns a struct. Struct data types are not supported in this release.
pow2	Not supported	
real	Not supported	
divide	Supported, with restrictions	The divisor must be a constant and a power of two.

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Function	Restriction	Notes
subsasgn	Supported, with restrictions	Subscripted assignment supported; see "Data Type Usage" on page 13-66
subsref	Supported, with restrictions	Subscripted reference supported; see "Data Type Usage" on page 13-66

Variables and Constants

This section summarizes supported data types and typing rules for variable and constants, and the use of persistent variables in modeling registers.

Data Type Usage

When generating code for the MATLAB Function block, the coder supports a subset of MATLAB data types. The following table summarizes supported and unsupported data types.

Type(s)	Support	Notes
Integer	Supported: • uint8, uint16, uint32, • int8, int16, int32	
Real	Supported: • double • single	HDL code generated with double or single data types is not synthesizable.
Character	Supported: char	
Logical	Supported: Boolean	

Type(s)	Support	Notes
Fixed point	Supported: • Scaled (binary point only) fixed point numbers • Custom integers (zero binary point)	Fixed point numbers with slope (not equal to 1.0) and bias (not equal to 0.0) are not supported. Maximum word size for fixed-point numbers is 32 bits.
Vectors	Supported: • unordered `{N}` • row `{1, N}` • column `{N, 1}`	The maximum number of vector elements allowed is `2^32`. A variable must be fully defined before it is subscripted.
Matrix	N/A	Matrix data types are not supported in the current release.
Struct	N/A	Struct data types are not supported in the current release.
Cell arrays	N/A	Cell arrays are not supported in the current release.

Typing Ports, Variables and Constants

Strong typing rules are applied to MATLAB Function blocks, as follows:

- All input and output port data types must be resolved at model compilation time.

  - If the data type of an input port is unspecified when the model is compiled, the port is assigned the data type of the signal driving the port.

  - If the data type of an output port is unspecified when the model is compiled, the output port type is type is determined by the first assignment to the output variable.

- Similarly, all constant literals are strongly typed. If you do not specify the data type of a constant explicitly, its type is determined by internal rules. To specify the data type of a constant, use cast functions (e.g., `uint8`, `uint16`, etc.) or `fi` functions using `fimath` specifications.

- After you have defined a variable, do not change its data type. Variable types cannot be changed dynamically by assigning a different value. Dynamic typing will lead to a compile time error.

- After you have defined a variable, do not change its size. Variables cannot be grown or resized dynamically.

- Do not use output variables to model registered output; MATLAB Function block outputs are never persistent. Use persistent variables for this purpose, as described in "Persistent Variables" on page 13-68.

Persistent Variables

Persistent variables let you model registers. If you need to preserve state between invocations of a MATLAB Function block, use persistent variables.

Each persistent variable must be initialized with a statement specifying its size and type before it is referenced. You can initialize a persistent variable with either a constant value or a variable, as in the following code listings:

```
% Initialize with a constant
persistent p;
if isempty(p)
    p = fi(0,0,8,0);
end

% Initialize with a variable
initval = fi(0,0,8,0);

persistent p;
if isempty(p)
    p = initval;
end
```

When testing whether a persistent variable has been initialized, it is good practice to use simple logical expressions, as in the preceding examples. Using simple expressions ensures that the HDL code for the test is generated in the reset process, and therefore is executed only once.

You can initialize multiple variables based on a single simple logical expression, as in the following example:

```
% Initialize with  variables
initval1 = fi(0,0,8,0);
initval2 = fi(0,0,7,0);

persistent p;
if isempty(p)
    x = initval1;
    y = initval2;
end
```

See also "The Incrementer Function Code" on page 13-5 for an example of the initialization and use of a persistent variable.

Note If persistent variables are not initialized properly, unnecessary sentinel variables can appear in the generated code.

Limitation on Use of Persistent Variables. As described in "Using Persistent Variables to Model State" on page 13-26, you can use persistent variables to simulate various kinds of delay blocks.

However, note that the ports on the MATLAB Function block act as direct feedthrough ports during simulation. The delay constructs internal to the MATLAB Function block are not recognized during simulation. Therefore a feedback loop in the model causes an algebraic loop condition.

To work around this limitation:

• Keep the combinatorial logic inside the MATLAB Function block for one of the blocks in the loop which has a persistent variable for the output or input. Remove the persistent variable.

• Place a Unit Delay block external to the MATLAB Function block.

Use of Nontunable Parameter Arguments

You can declare a *parameter argument* for a MATLAB Function block by setting its **Scope** to Parameter in the Ports and Data Manager GUI. Such a parameter argument does not appear as a signal port on the block. Parameter arguments for MATLAB Function blocks do not take their values from signals

in the Simulink model. Instead, their values come from parameters defined in a parent Simulink masked subsystem or variables defined in the MATLAB base workspace.

Only *nontunable* parameters are supported for HDL code generation. If you declare parameter arguments in MATLAB Function block code that is intended for HDL code generation, be sure to clear the **Tunable** option for each such parameter argument.

See also "Parameter Arguments in MATLAB Function Block Functions" in the Simulink documentation.

Arithmetic Operators

When generating code for the MATLAB Function block, the coder supports the arithmetic operators (and equivalent MATLAB functions) listed in the following table.

Operation	Operator Syntax	Equivalent Function	Fixed Point
Binary addition	A+B	plus(A,B)	Y
Matrix multiplication	A*B	mtimes(A,B)	Y
Arraywise multiplication	A.*B	times(A,B)	Y
Matrix right division	A/B	mrdivide(A,B)	Y
Arraywise right division	A./B	rdivide(A,B)	Y
Matrix left division	A\B	mldivide(A,B)	Y
Arraywise left division	A.\B	ldivide(A,B)	Y
Matrix power	A^B	mpower(A,B)	Y
Arraywise power	A.^B	power(A,B)	Y
Complex transpose	A'	ctranspose(A)	Y
Matrix transpose	A.'	transpose(A)	Y

Operation	Operator Syntax	Equivalent Function	Fixed Point
Matrix concat	`[A B]`	None	Y
Matrix index **Note:** A variable must be fully defined before it is subscripted.	`A(r c)`	None	Y

Relational Operators

When generating code for the MATLAB Function block, the coder supports the relational operators (and equivalent MATLAB functions) listed in the following table.

Relation	Operator Syntax	Equivalent Function	Fixed-Point Support?
Less than	`A<B`	`lt(A,B)`	Y
Less than or equal to	`A<=B`	`le(A,B)`	Y
Greater than or equal to	`A>=B`	`ge(A,B)`	Y
Greater than	`A>B`	`gt(A,B)`	Y
Equal	`A==B`	`eq(A,B)`	Y
Not equal	`A~=B`	`ne(A,B)`	Y

Logical Operators

When generating code for the MATLAB Function block, the coder supports the logical operators (and equivalent MATLAB functions) listed in the following table.

Relation	Operator Syntax	M Function Equivalent	Fixed-Point Support?	Notes
Logical And	`A&B`	`and(A,B)`	Y	
Logical Or	`A|B`	`or(A,B)`	Y	

Relation	Operator Syntax	M Function Equivalent	Fixed-Point Support?	Notes
Logical Xor	A xor B	xor(A,B)	Y	
Logical And (short circuiting)	A&&B	N/A	Y	Use short circuiting logical operators within conditionals. See also "Control Flow Statements" on page 13-72.
Logical Or (short circuiting)	A||B	N/A	Y	Use short circuiting logical operators within conditionals. See also "Control Flow Statements" on page 13-72.
Element complement	~A	not(A)	Y	

Control Flow Statements

When generating code for the MATLAB Function block, the coder imposes some restrictions on the use of control flow statements and constructs. The following table summarizes supported and unsupported control flow statements.

Control Flow Statement	Notes
break continue return	Do not use these statements within loops. Use of these statements in a loop causes the coder to report an error. Note that the following vector functions can generate loops containing break statements: • isequal • bitrevorder

while	while loops are not supported. Use of while loops causes the coder to report the following error:
	
	`Unstructured flow graph or loop containing`
	`[statement type] not supported for HDL`

Control Flow Statement	Notes
for	for loops without static bounds are not supported. Use of for loops without static bounds causes the coder to report the following error: ``` Unstructured flow graph or loop containing [statement type] not supported for HDL ``` Do not use the & and | operators within conditions of a for statement. Instead, use the && and || operators. The MATLAB Function block does not support nonscalar expressions in the conditions of for statements. Use the all or any functions to collapse logical vectors into scalars.
if	Do not use the & and | operators within conditions of an if statement. Instead, use the && and || operators. The MATLAB Function block does not support nonscalar expressions are not supported in the conditions of if statements. Use the all or any functions to collapse logical vectors into scalars.
switch	The HDL code matches the behavior of the switch statement; the first matching case statement is executed. Use only scalars in conditional expressions in a switch statement. Use of fi variables in switch or case conditionals is not supported. For HDL code generation, the usage is restricted to uint8, uint16, uint32, sint8, sint16, and sint32. If multiple case statements make assignments to the same variable, then their numeric type and fimath specification should match that variable.

Other Limitations

This section lists other limitations that apply when generating HDL code with the MATLAB Function block. These limitations are:

- The HDL compatibility checker (`checkhdl`) performs only a basic compatibility check on the MATLAB Function block. HDL related warnings or errors may arise during code generation from a MATLAB Function block that is otherwise valid for simulation. Such errors are reported in a separate message window.

- The MATLAB Function block does not support nested functions. Subfunctions are supported, however. For an example, see "Tutorial Example: Incrementer" on page 13-4.

- Use of multiple values on the left side of an expression is not supported. For example, an error results from the following assignment statement:

```
[t1, t2, t3] = [1, 2, 3];
```

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Generating Scripts for HDL Simulators and Synthesis Tools

Overview of Script Generation for EDA Tools

The coder supports generation of script files for third-party electronic design automation (EDA) tools. These scripts let you compile and simulate generated HDL code or synthesize generated HDL code.

Using the defaults, you can automatically generate scripts for the Mentor Graphics ModelSim simulator.

Optionally, you can also generate scripts for a variety of synthesis tools.

Defaults for Script Generation

By default, script generation takes place automatically, as part of the code and test bench generation process.

The coder generates all script files in the target folder.

When you generate HDL code for a model or subsystem *system*, the coder writes the following script files:

- *system*_compile.do: Mentor Graphics ModelSim compilation script. This script contains commands to compile the generated code, but not to simulate it.

When you generate test bench code for a model or subsystem *system*, the coder writes the following script files:

- *system*_tb_compile.do: Mentor Graphics ModelSim compilation script. This script contains commands to compile the generated code and test bench.
- *system*_tb_sim.do: Mentor Graphics ModelSim simulation script. This script contains commands to run a simulation of the generated code and test bench.

By default, the coder does not generate a synthesis script. To enable synthesis script generation, select a synthesis tool from the **Choose synthesis tool** pulldown menu, as described in "Synthesis Script Options" on page 14-14.

Custom Script Generation

In this section...
"Overview" on page 14-4
"Structure of Generated Script Files" on page 14-4
"Properties for Controlling Script Generation" on page 14-5
"Controlling Script Generation with the EDA Tool Scripts GUI Pane" on page 14-9

Overview

You can enable or disable script generation and customize the names and content of generated script files using either of the following methods:

- Use the `makehdl` or `makehdltb` functions, and pass in the appropriate property name/property value arguments, as described in "Properties for Controlling Script Generation" on page 14-5.

- Set script generation options in the **EDA Tool Scripts** pane of the Simulink GUI, as described in "Controlling Script Generation with the EDA Tool Scripts GUI Pane" on page 14-9.

Structure of Generated Script Files

A generated EDA script consists of three sections, generated and executed in the following order:

1 An initialization (`Init`) phase. The `Init` phase performs any required setup actions, such as creating a design library or a project file. Some arguments to the `Init` phase are implicit, for example, the top-level entity or module name.

2 A command-per-file phase (`Cmd`). This phase of the script is called iteratively, once per generated HDL file or once per signal. On each call, a different file or signal name is passed in.

3 A termination phase (`Term`). This is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the `Cmd` phase. The `Term` phase takes no arguments.

The coder generates scripts by passing format strings to the `fprintf` function. Using the GUI options (or `makehdl` and `makehdltb` properties) summarized in the following sections, you can pass in customized format strings to the script generator. Some of these format strings take arguments, such as the top-level entity or module name, or the names of the VHDL or Verilog files in the design.

You can use any legal `fprintf` formatting characters. For example, `'\n'` inserts a newline into the script file.

Properties for Controlling Script Generation

This section describes how to set properties in the `makehdl` or `makehdltb` functions to enable or disable script generation and customize the names and content of generated script files.

Enabling and Disabling Script Generation

The `EDAScriptGeneration` property controls the generation of script files. By default, `EDAScriptGeneration` is set `'on'`. To disable script generation, set `EDAScriptGeneration` to `'off'`, as in the following example.

```
makehdl('sfir_fixed/symmetric_fir,'EDAScriptGeneration','off')
```

Customizing Script Names

When you generate HDL code, script names are generated by appending a postfix string to the model or subsystem name *system*.

When you generate test bench code , script names are generated by appending a postfix string to the test bench name *testbench_tb*.

The postfix string depends on the type of script (compilation, simulation, or synthesis) being generated. The default postfix strings are shown in the following table. For each type of script, you can define your own postfix using the associated property.

Script Type	Property	Default Value
Compilation	`'HDLCompileFilePostfix'`	`'_compile.do'`
Simulation	`'HDLSimFilePostfix'`	`'_sim.do'`
Synthesis	`'HDLSynthFilePostfix'`	Depends on the selected synthesis tool. See `SynthToolOption`.

The following command generates VHDL code for the subsystem `system`, specifying a custom postfix string for the compilation script. The name of the generated compilation script will be `system_test_compilation.do`.

```
makehdl('mymodel/system', 'HDLCompileFilePostfix', '_test_compilation.do')
```

Customizing Script Code

Using the property name/property value pairs summarized in the following table, you can pass in customized format strings to `makehdl` or `makehdltb`. The properties are named according to the following conventions:

- Properties that apply to the initialization (`Init`) phase are identified by the substring `Init` in the property name.

- Properties that apply to the command-per-file phase (`Cmd`) are identified by the substring `Cmd` in the property name.

- Properties that apply to the termination (`Term`) phase are identified by the substring `Term` in the property name.

Property Name and Default	Description
Name: `'HDLCompileInit'` Default:`'vlib %s\n'`	Format string passed to `fprintf` to write the `Init` section of the compilation script. The argument is the contents of the `'VHDLLibraryName'` property, which defaults to`'work'`. You can override the default `Init` string (`'vlib work\n'` by changing the value of `'VHDLLibraryName'`.
Name: `'HDLCompileVHDLCmd'`	Format string passed to `fprintf` to write the `Cmd` section of the compilation script for VHDL files. The two arguments are the contents of the

Property Name and Default	Description
Default: `'vcom %s %s\n'`	`'SimulatorFlags'` property and the file name of the current entity or module. To omit the flags, set `'SimulatorFlags'` to `''` (the default).
Name: `'HDLCompileVerilogCmd'` Default: `'vlog %s %s\n'`	Format string passed to `fprintf` to write the `Cmd` section of the compilation script for Verilog files. The two arguments are the contents of the `'SimulatorFlags'` property and the file name of the current entity or module. To omit the flags, set `'SimulatorFlags'` to `''` (the default).
Name:`'HDLCompileTerm'` Default:`''`	Format string passed to `fprintf` to write the termination portion of the compilation script.

Name: `'HDLSimInit'`
Default:
`['onbreak resume\n',...`
`'onerror resume\n']`
	Format string passed to `fprintf` to write the initialization section of the simulation script.

Name: `'HDLSimCmd'` Default: `'vsim -novopt work.%s\n'`	Format string passed to `fprintf` to write the simulation command. The implicit argument is the top-level module or entity name.
Name: `'HDLSimViewWaveCmd'` Default: `'add wave sim:%s\n'`	Format string passed to `fprintf` to write the simulation script waveform viewing command. The implicit argument is the top-level module or entity name.
Name: `'HDLSimTerm'` Default: `'run -all\n'`	Format string passed to `fprintf` to write the `Term` portion of the simulation script. The string is a synthesis project creation command. The implicit argument is the top-level module or entity name. The content of the string is specific to the selected synthesis tool. See `SynthToolOption`.

Property Name and Default	Description
Name: `'HDLSynthInit'`	Format string passed to `fprintf` to write the `Init` section of the synthesis script. The content of the string is specific to the selected synthesis tool. See `SynthToolOption`.
Name: `'HDLSynthCmd'`	Format string passed to `fprintf` to write the `Cmd` section of the synthesis script. The argument is the file name of the entity or module.The content of the string is specific to the selected synthesis tool.
Name: `'HDLSynthTerm'`	Format string passed to `fprintf` to write the `Term` section of the synthesis script. The content of the string is specific to the selected synthesis tool. See `SynthToolOption`.

Examples

The following example specifies a Mentor Graphics ModelSim command for the `Init` phase of a compilation script for VHDL code generated from the subsystem `system`.

```
makehdl(system, 'HDLCompileInit', 'vlib mydesignlib\n')
```

The following example lists the resultant script, `system_compile.do`.

```
vlib mydesignlib
vcom  system.vhd
```

The following example specifies that the coder generate a Xilinx® ISE synthesis file for the subsystem `sfir_fixed/symmetric_fir`.

```
makehdl('sfir_fixed/symmetric_fir','HDLSynthTool', 'ISE')
```

The following listing shows the resultant script, symmetric_fir_ise.tcl.

```
set src_dir "./hdlsrc"
set prj_dir "synprj"
file mkdir ../$prj_dir
cd ../$prj_dir
project new symmetric_fir.ise
xfile add ../$src_dir/symmetric_fir.vhd
project set family Virtex4
project set device xc4vsx35
project set package ff668
project set speed -10
process run "Synthesize - XST"
```

Controlling Script Generation with the EDA Tool Scripts GUI Pane

The **EDA Tool Scripts** pane of the GUI lets you set all options that control generation of script files. These options correspond to the properties described in "Properties for Controlling Script Generation" on page 14-5

To view and set **EDA Tool Scripts** options:

1 Open the Configuration Parameters dialog box.

2 Select the **HDL Code Generation > EDA Tool Scripts** pane.
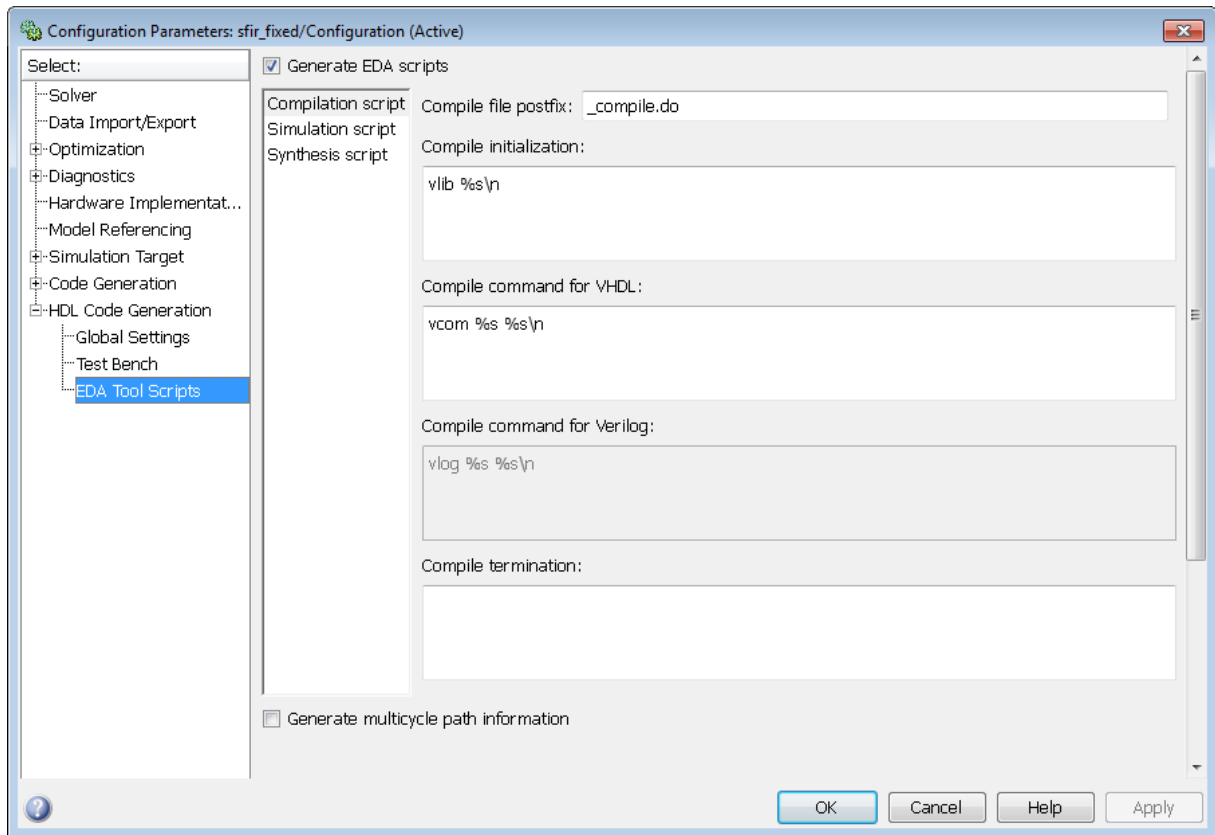
3 The **Generate EDA scripts** option controls the generation of script files. By default, this option is selected.

If you want to disable script generation, clear this check box and click **Apply**.

4 The list on the left of the **EDA Tool Scripts** pane lets you select from several categories of options. Select a category and set the options as desired. The categories are:

- **Compilation script**: Options related to customizing scripts for compilation of generated VHDL or Verilog code. See "Compilation Script Options" on page 14-11 for further information.

- **Simulation script**: Options related to customizing scripts for HDL simulators. See "Simulation Script Options" on page 14-12 for further information.

- **Synthesis script**: Options related to customizing scripts for synthesis tools. See "Synthesis Script Options" on page 14-14 for further information.

Compilation Script Options

The following figure shows the **Compilation script** pane, with all options set to their default values.
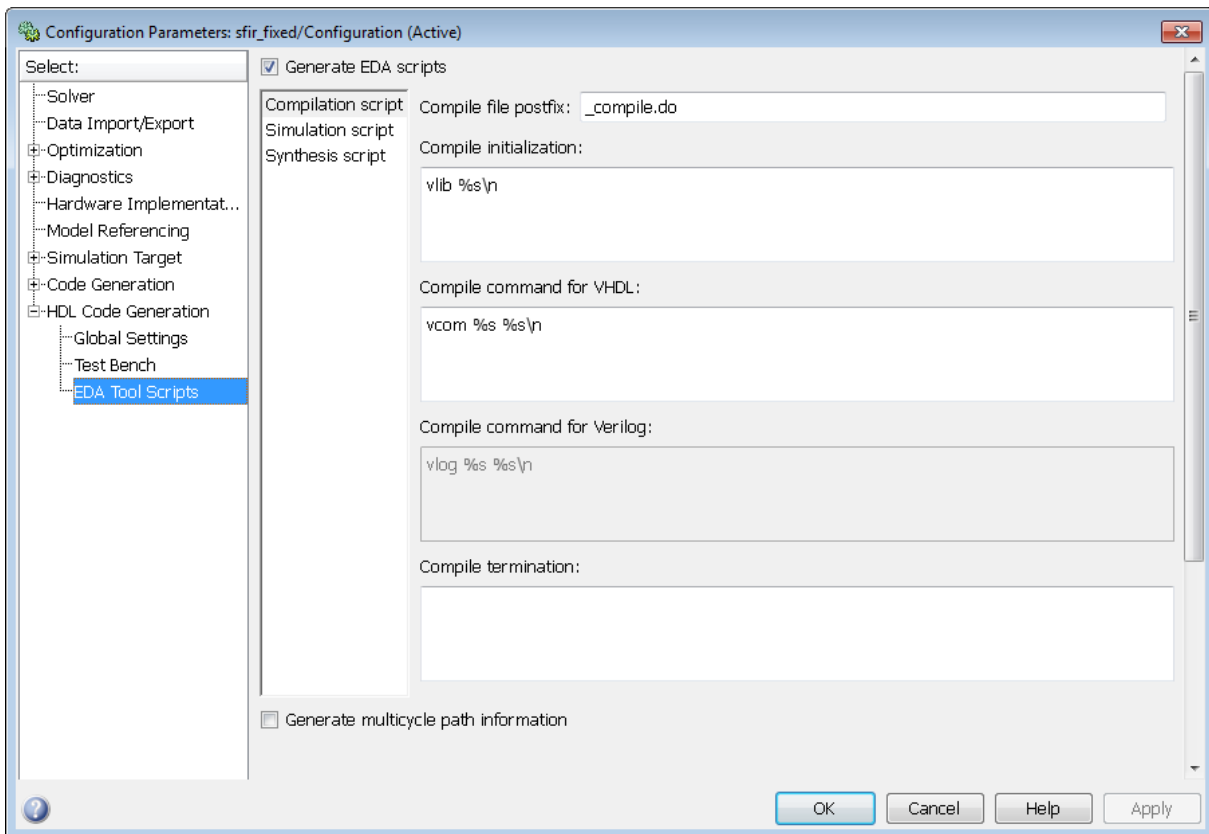
The following table summarizes the **Compilation script** options.

Option and Default	Description
Compile file postfix' '_compile.do'	Postfix string appended to the DUT name or test bench name to form the script file name.
Name: **Compile initialization** Default:'vlib %s\n'	Format string passed to fprintf to write the Init section of the compilation script. The argument is the contents of the 'VHDLLibraryName' property, which defaults to'work'. You can override the default Init string ('vlib work\n' by changing the value of
Name: **Compile command for VHDL** Default: 'vcom %s %s\n'	Format string passed to fprintf to write the Cmd section of the compilation script for VHDL files. The two arguments are the contents of the 'SimulatorFlags' property option and the filename of the current entity or module. To omit the flags, set 'SimulatorFlags' to '' (the default).
Name: **Compile command for Verilog** Default: 'vlog %s %s\n'	Format string passed to fprintf to write the Cmd section of the compilation script for Verilog files. The two arguments are the contents of the 'SimulatorFlags' property and the filename of the current entity or module. To omit the flags, set 'SimulatorFlags' to '' (the default).
Name: **Compile termination** Default:''	Format string passed to fprintf to write the termination portion of the compilation script.

Simulation Script Options
The following figure shows the **Simulation script** pane, with all options set to their default values.
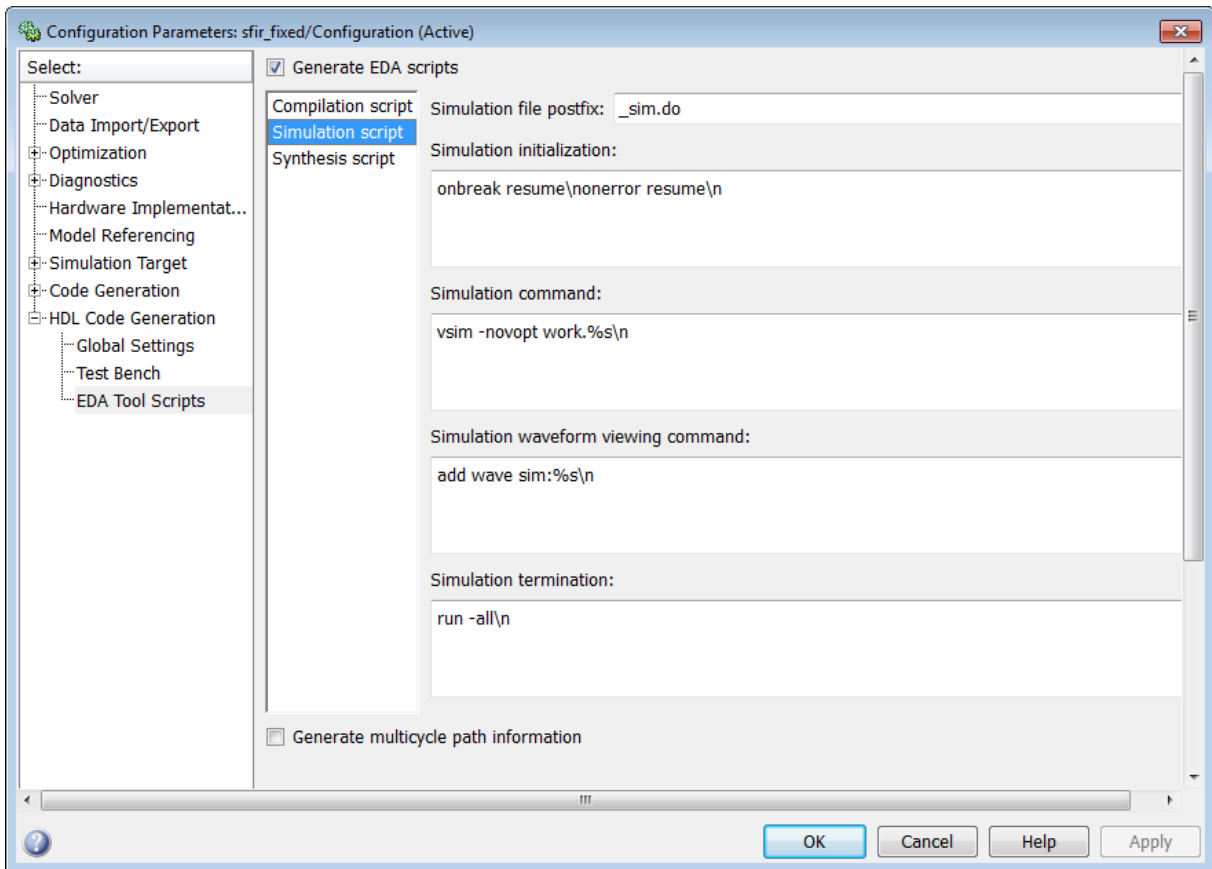
The following table summarizes the **Simulation script** options.

Option and Default	Description
Simulation file postfix `'_sim.do'`	Postfix string appended to the model name or test bench name to form the simulation script file name.
Simulation initialization Default: `['onbreak resume\nonerror resume\n']`	Format string passed to `fprintf` to write the initialization section of the simulation script.

Option and Default	Description
Simulation command Default: `'vsim -novopt work.%s\n'`	Format string passed to `fprintf` to write the simulation command. The implicit argument is the top-level module or entity name.
Simulation waveform viewing command Default: `'add wave sim:%s\n'`	Format string passed to `fprintf` to write the simulation script waveform viewing command. The top-level module or entity signal names are implicit arguments.
Simulation termination Default: `'run -all\n'`	Format string passed to `fprintf` to write the `Term` portion of the simulation script.

Synthesis Script Options

The following figure shows the **Synthesis script** pane, with all options set to their default values. The **Choose synthesis tool** property defaults to `None`, which disables generation of a synthesis script.
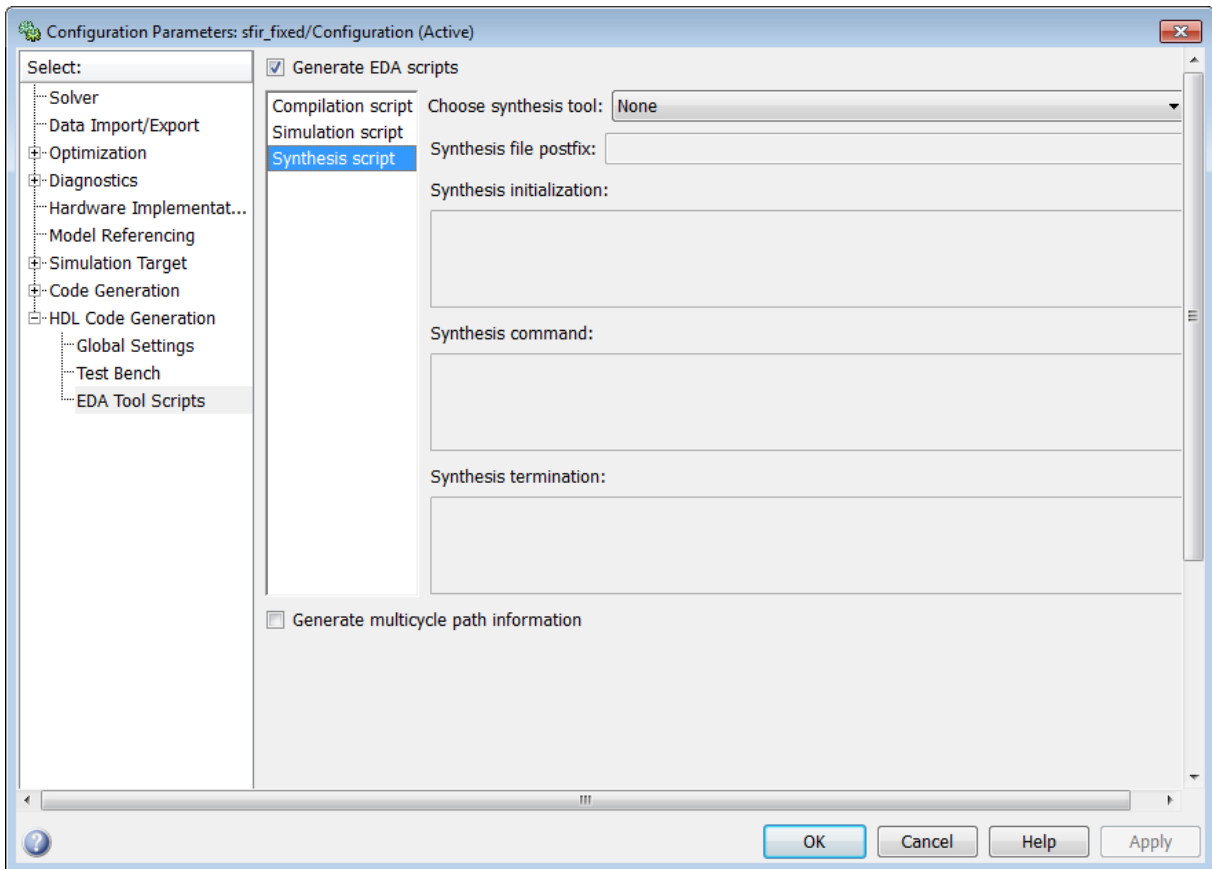
To enable synthesis script generation, select a synthesis tool from the **Choose synthesis tool** pulldown menu.

When you select a synthesis tool, the coder:

- Enables synthesis script generation.

- Enters a file name postfix (specific to the chosen synthesis tool) into the **Synthesis file postfix** field.

- Enters strings (specific to the chosen synthesis tool) into the initialization, command, and termination fields.

The following figure shows the default option values entered for the Mentor Graphics Precision tool.
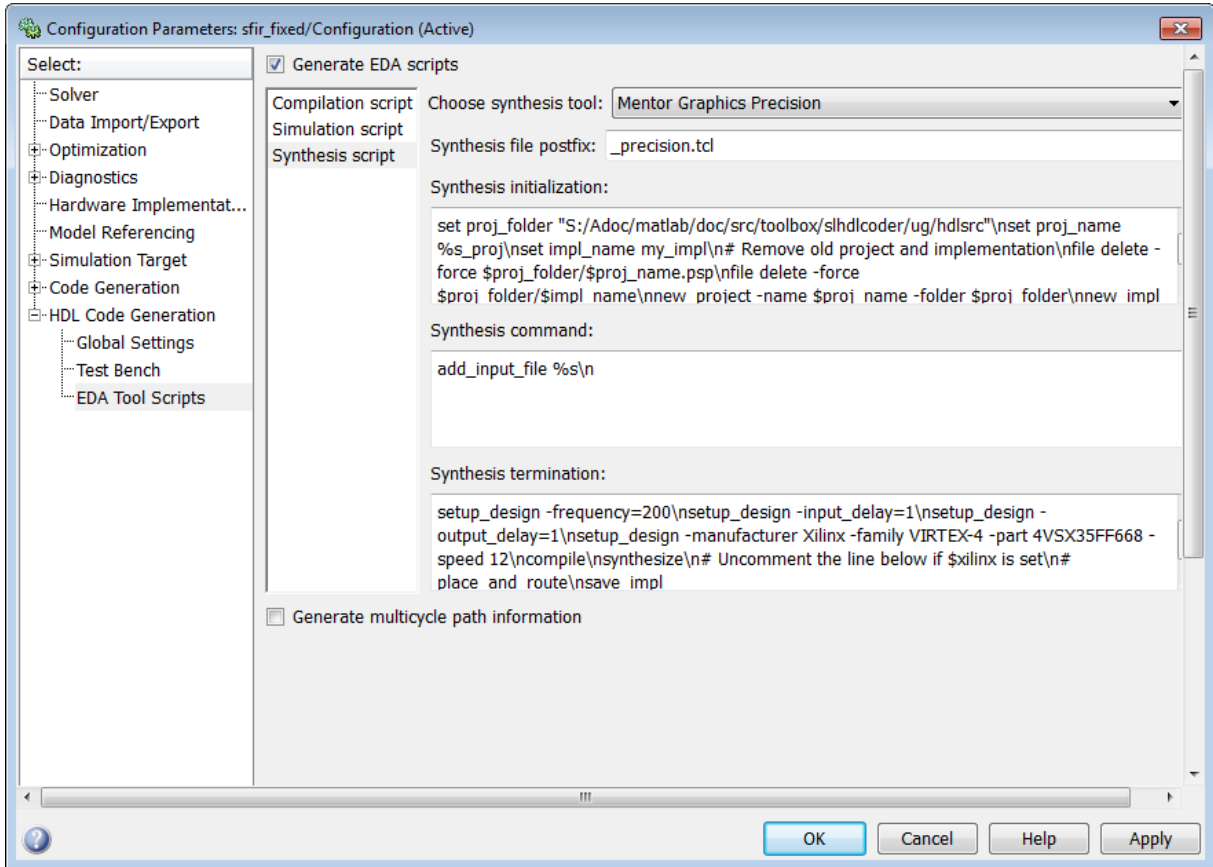
The following table summarizes the **Synthesis script** options.

Option Name	Description
Choose synthesis tool	none (default): do not generate a synthesis script ISE: generate a synthesis script for Xilinx ISE Precision: generate a synthesis script for Mentor Graphics Precision Quartus: generate a synthesis script for Altera® Quartus II Synplify: generate a synthesis script for Synopsys® Synplify Pro®
Synthesis file postfix	Your choice of synthesis tool sets the postfix for generated synthesis file names to one of the following: _ise.tcl _precision.tcl _quartus.tcl _synplify.tcl
Synthesis initialization	Format string passed to fprintf to write the Init section of the synthesis script. The default string is a synthesis project creation command. The implicit argument is the top-level module or entity name. The content of the string is specific to the selected synthesis tool.
Synthesis command	Format string passed to fprintf to write the Cmd section of the synthesis script. The argument is the filename of the entity or module.The content of the string is specific to the selected synthesis tool.
Synthesis termination	Format string passed to fprintf to write the Term section of the synthesis script.The content of the string is specific to the selected synthesis tool.

15

Using the HDL Workflow Advisor

What Is the HDL Workflow Advisor?

The HDL Workflow Advisor is a tool that supports and integrates all stages of the FPGA design process, such as:

- Checking the Simulink model for HDL code generation compatibility

- Automatically correcting model settings that are incompatible with HDL code generation

- Generation of RTL code, RTL test bench, a cosimulation model, or any combination of these

- Synthesis and timing analysis through integration with third-party synthesis tools

- Back annotation of the Simulink model with critical path and other information obtained during synthesis

- Complete automated workflows for selected FPGA development target devices and xPC Target™

HDL Workflow Advisor Compatibility with Third-Party Tools

In this section...
"Supported Third-Party Synthesis Tools" on page 15-3
"Setting Up the Synthesis Tool Path" on page 15-3

Supported Third-Party Synthesis Tools

A supported synthesis tool must be installed, and the synthesis tool executable must be on the system path, to perform the following tasks:

• **Set Target Device and Synthesis Tool**: selection of any target device other than `Generic ASIC/FPGA Target`

• **FPGA Synthesis and Analysis**: any tasks in this category

The current version of the HDL Workflow Advisor is compatible with the following third-party FPGA synthesis tools:

• Xilinx ISE 12.1

• Altera Quartus II 9.1

• Xilinx ISE 10.1 is supported only for compatibility with Speedgoat FPGA target devices.

  Speedgoat IO301, IO303, and IO311 FPGA IO boards, which use Xilinx Virtex-II FPGAs, supported only by Xilinx ISE version 10.1 or earlier. Before you select one of these Speedgoat devices in the **Set Target Device and Synthesis Tool** task, make sure that you have installed Xilinx ISE 10.1. See also "Workflow for Speedgoat FPGA IO Boards and xPC Target" on page 15-48 for more information.

Setting Up the Synthesis Tool Path

If you plan to use the HDL Workflow Advisor to automate one of the supported third-party FPGA synthesis tools, use the `hdlsetuptoolpath` function to add the necessary synthesis tool folders to the system path, and set up system environment variables for the specified synthesis tool.

The syntax and operation of `hdlsetuptoolpath` are as follows:

```
hdlsetuptoolpath ('ToolName', TOOLNAME, 'ToolPath', TOOLPATH)
```

The input property-value pairs are:

- `'ToolName'`, [`'Xilinx ISE'` | `'Altera Quartus II'`]: specify the synthesis tool name.

- `'ToolPath'`,`'path'`: specify the full path to the synthesis tool executable.

For example, the following command sets the synthesis tool path to point to an installed Xilinx ISE 12.1 executable.

```
hdlsetuptoolpath('ToolName','Xilinx ISE', ...
'ToolPath', 'C:\Xilinx\12.1\ISE_DS\ISE\bin\nt64\ise.exe');
```

Tip `hdlsetuptoolpath` changes the system path and system environment variables for the current MATLAB session only. To execute `hdlsetuptoolpath` automatically when MATLAB starts, add `hdlsetuptoolpath` to your `startup.m` script.

Starting the HDL Workflow Advisor

To start the HDL Workflow Advisor from a model:

1 Open your model.

2 From the **Tools** menu, select **HDL Code Generation > HDL Workflow Advisor**.

3 In the System Selector window, select the DUT that you want to review. In the following figure, the symmetric_fir subsystem is the selected DUT.
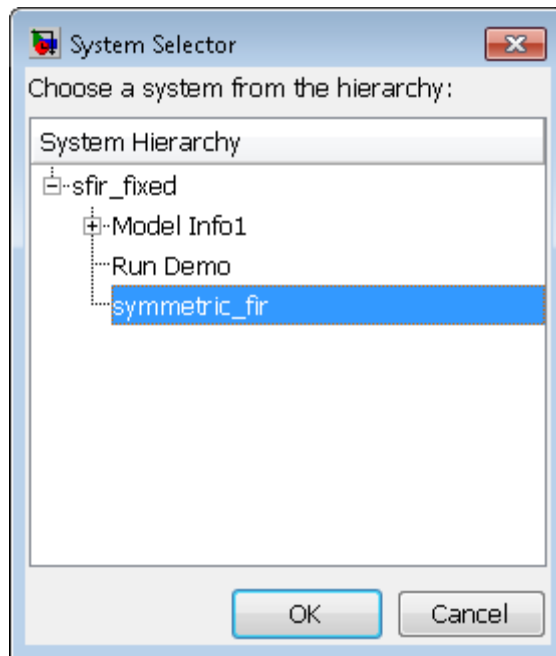

4 Click **OK**.

The HDL Workflow Advisor initializes and appears.
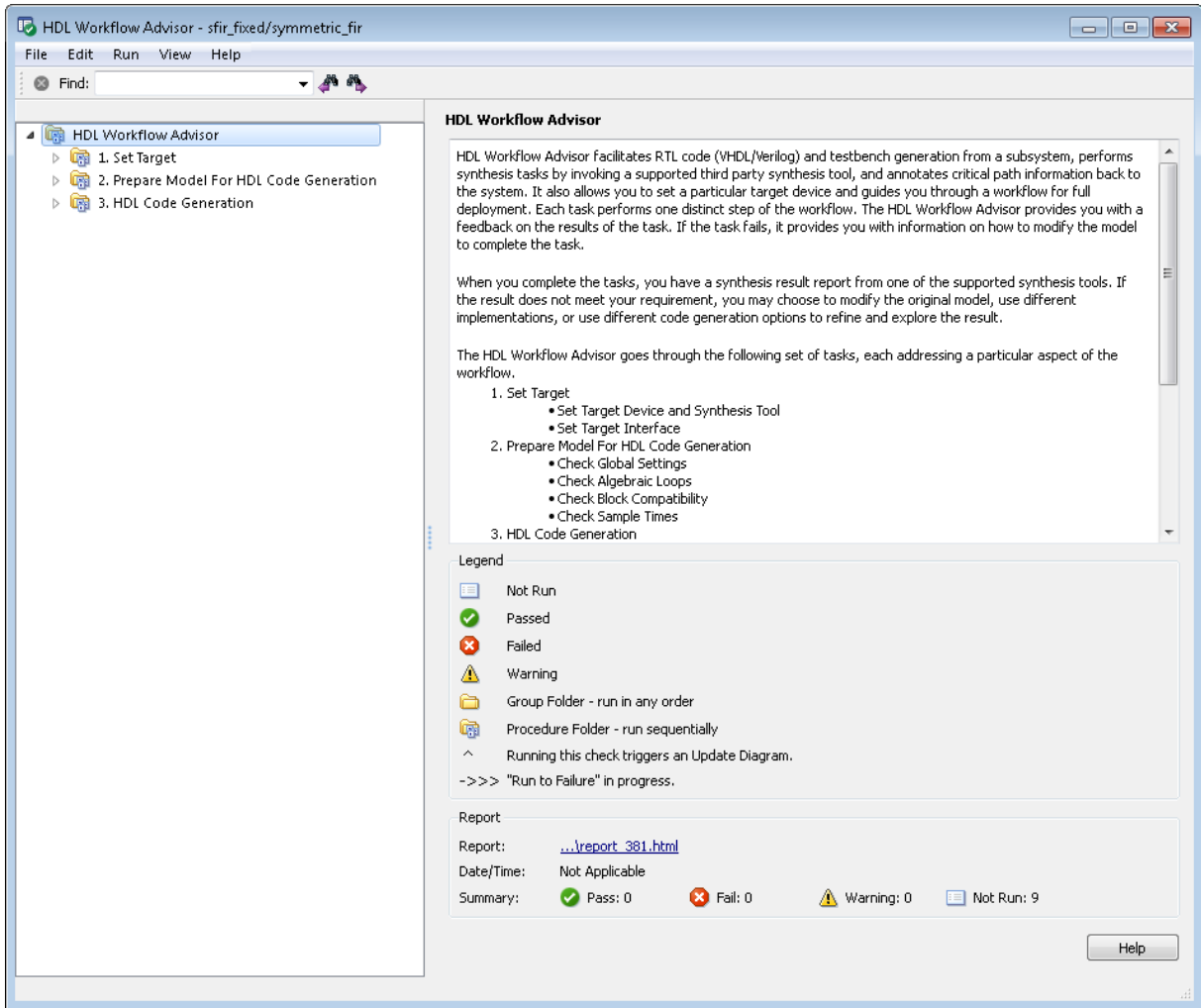
To start the HDL Workflow Advisor from the command line, enter
`hdladvisor(system)`, where `system` is a handle or name of the model or
subsystem that you want to check. For more information, see the `hdladvisor`
function reference page.

Using the HDL Workflow Advisor Window

The following figure shows the top-level view of the HDL Workflow Advisor. The left pane lists the folders in the HDL Workflow Advisor hierarchy. Each folder represents a group or category of related tasks.
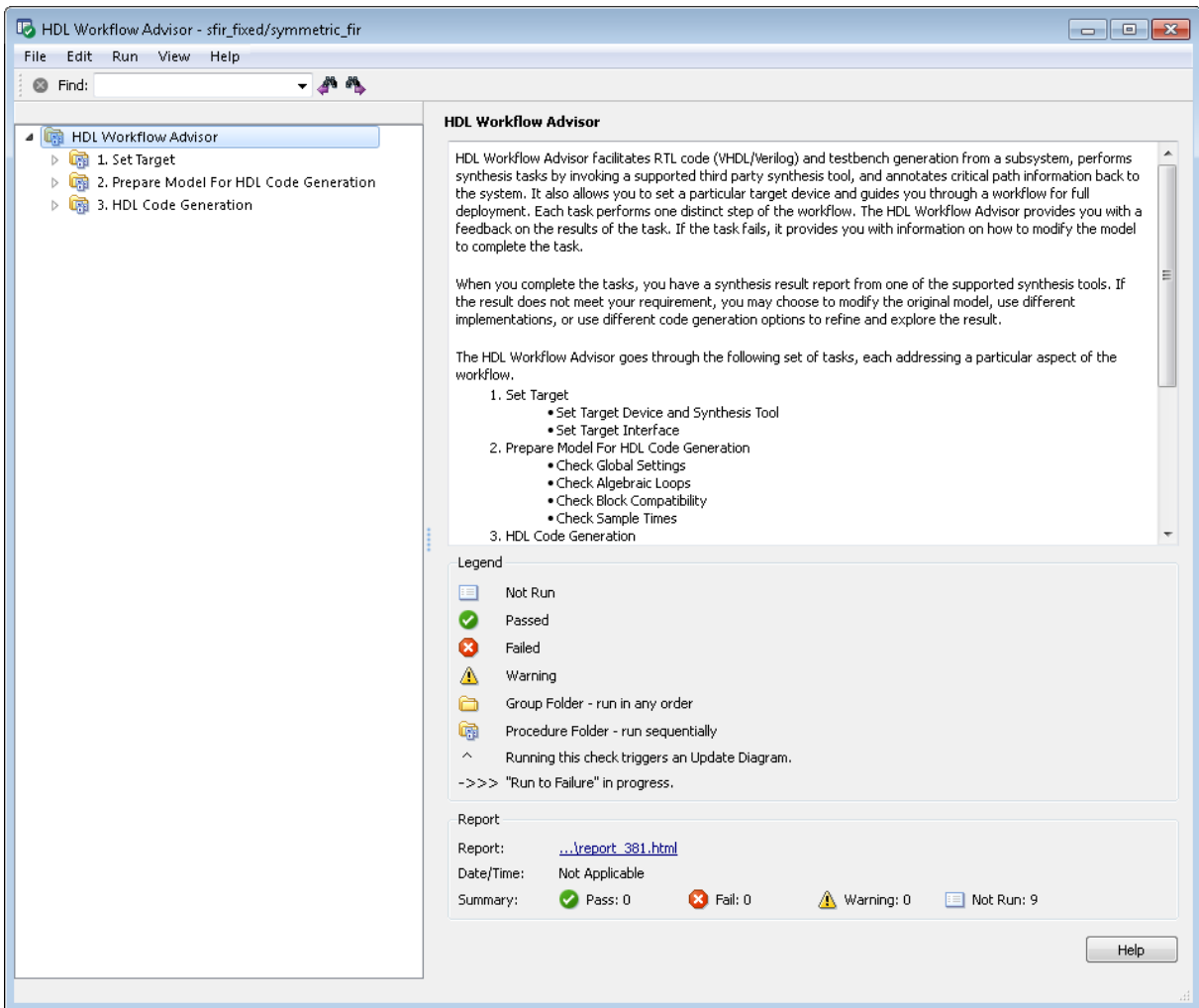
Expanding the folders shows available tasks in each folder. The following figure shows the expanded **Prepare Model For HDL Code Generation** folder, with the **Check Global Settings** task selected.
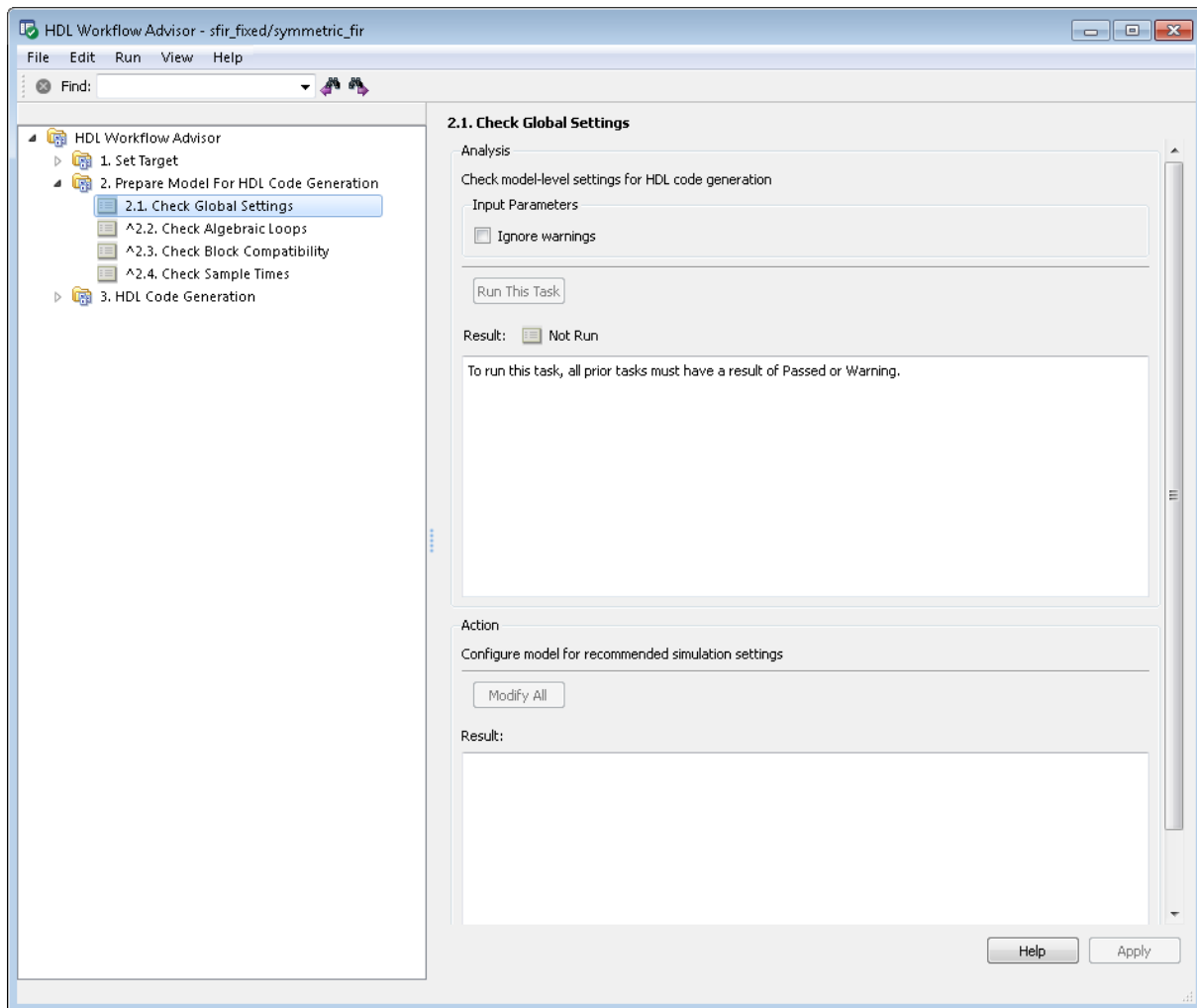
From the left pane, you can select a folder or an individual task. The HDL Workflow Advisor displays information about the selected folder or task in the right pane.

The content of the right pane depends on the selected folder or task. For some tasks, the right pane contains simple controls for running the task and a display area for status messages and other task results. For other tasks (for example, setting code or test bench generation parameters), the right pane displays many parameter and option settings.

When you right-click a folder or an individual task in the left pane, a context menu appears. The context menu lets you:

- Select a task or a group of tasks to run sequentially (see "Task Execution Order" on page 15-10).

- Reset the status of one or more tasks to `Not Run`. Resetting status enables you to rerun tasks.

- View context-sensitive help (CSH) for an individual task.

Selecting and Running HDL Workflow Advisor Tasks

Task Execution Order

The HDL Workflow Advisor displays folders, subfolders, and tasks in a numbered hierarchy. The numbering represents a *sequential* workflow. That is, the HDL Workflow Advisor does not enable a given task for execution until all previous tasks have executed successfully.

For example, the tasks in the **Prepare Model For HDL Code Generation** folder are numbered as follows:
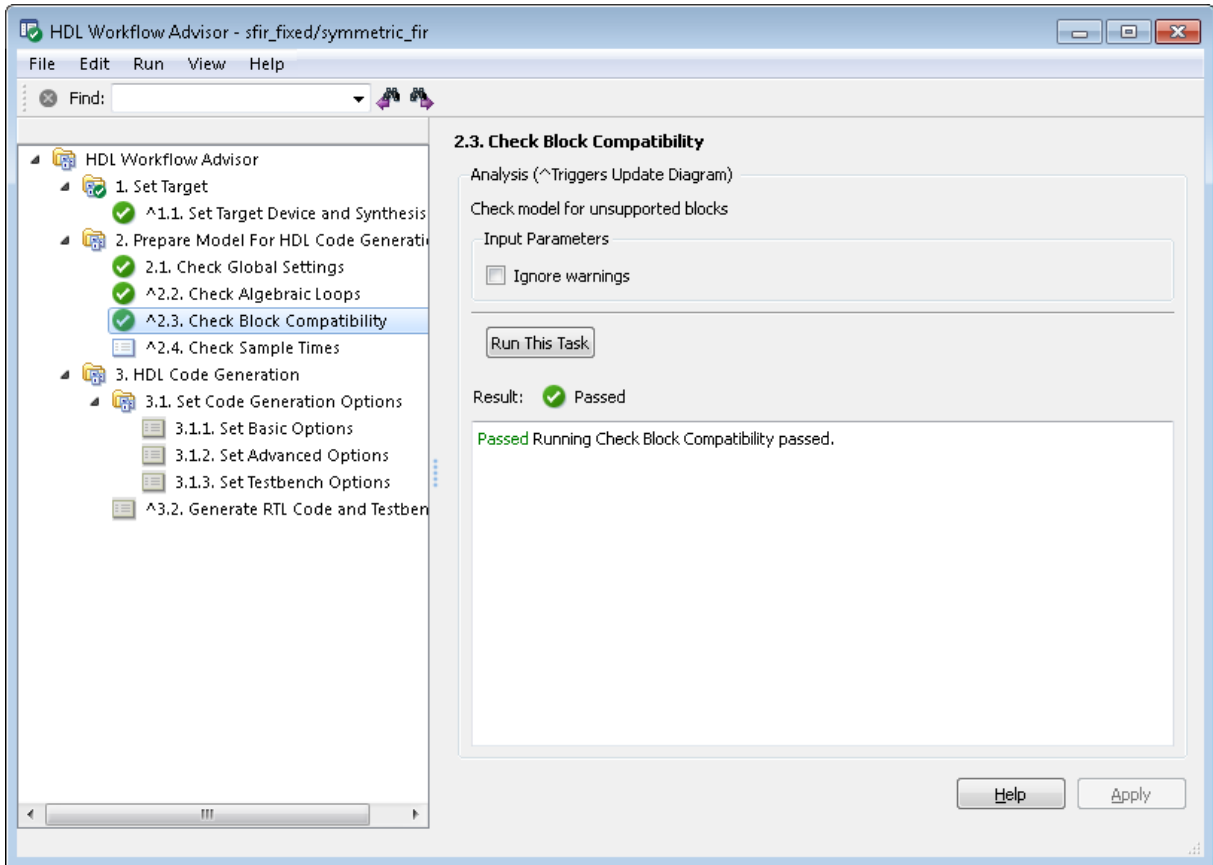
> **2.1 Check Global Settings**
>
> **2.2 Check Algebraic Loops**
>
> **2.3 Check Block Compatibility**
>
> **2.4 Check Sample Times**

These tasks must execute in the order `2.1 ... 2.4`.

What the Task Icons Represent

Icons represent the execution state of each task in the list. For an example, see the following figure.

In this figure:

- The green check mark icons to the left of tasks 1.1 and 2.1 – 2.3 indicate that these tasks have executed without errors.

- The light blue icon to the left of task 2.4 indicates that this task is enabled for execution. You can execute this individual task by:

  - Selecting **Run This Task** from the right-click context menu or

  - Clicking the **Run This Task** button in the right pane of the HDL Workflow Advisor.

- The gray icons to the left of all tasks below 3.1 indicate that these tasks are not currently enabled for execution as individual tasks. You can execute a group of such tasks by selecting one of them and then selecting **Run To Selected Task** from the right-click context menu.

Resetting and Rerunning Tasks

Tasks that the Workflow Advisor has not yet run default to a Not Run state. If you need to rerun a task at some point in the workflow for some reason, you must first reset the task to a Not Run state. For example, you might change some code generation parameters for one of the **Set Code Generation Options** tasks. In such a case, you should rerun that task and validate your parameter settings. Before you can do this, you must reset the task to a Not Run state.

To reset a task:

1 Right-click the task icon and select **Reset This Task**.

2 After reset, verify that the task is in a Not Run state and enabled.

Changing the Device Under Test

If you want to run HDL Workflow Advisor checks or tasks on a different subsystem within the same model, follow these steps:

1 In the HDL Workflow Advisor, select **File > Switch subsystem**. The HDL Workflow Advisor displays the following message.
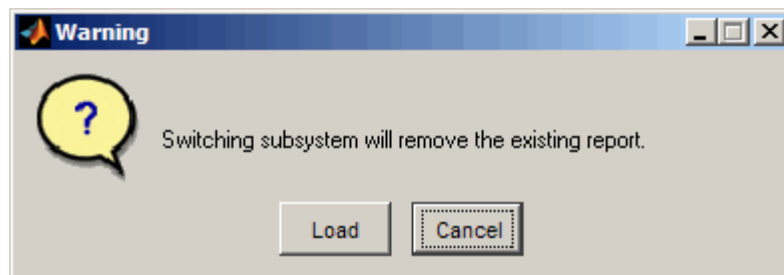
2 Click **Load**. The System Selector window opens.

3 In the System Selector window, select the DUT that you want to review.
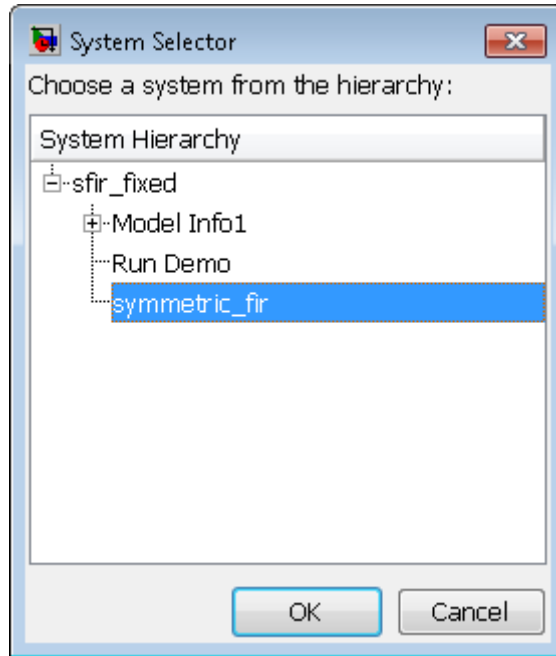
4 Click **OK**. The HDL Workflow Advisor is now ready to run with the selected DUT.

Selecting and Running Tasks Individually

The HDL Workflow Advisor does not enable a given task for execution until all previous tasks have executed successfully. At any given time, only one task in the HDL Workflow Advisor hierarchy is enabled.

To perform a single task on the DUT and view the task results:

1 Locate and open the task folder that contains the desired task.

2 Inspect the desired task icon and verify that it is enabled.

- If the task you want to run is disabled, you must first run all the tasks that precede it. See "Selecting and Running a Sequence of Tasks" on page 15-16.

- If the task you want to run is enabled, continue to the next step.

**3** Right-click the task icon and select **Run This Task**.

The HDL Workflow Advisor runs the task. While the task runs, a progress indicator appears.

4 If the check completes successfully, the HDL Workflow Advisor displays a green check mark icon to the left of the completed task. The HDL Workflow Advisor also enables the next task in the hierarchy. The following figure shows the HDL Workflow Advisor after completion of the **Check Global Settings** task.
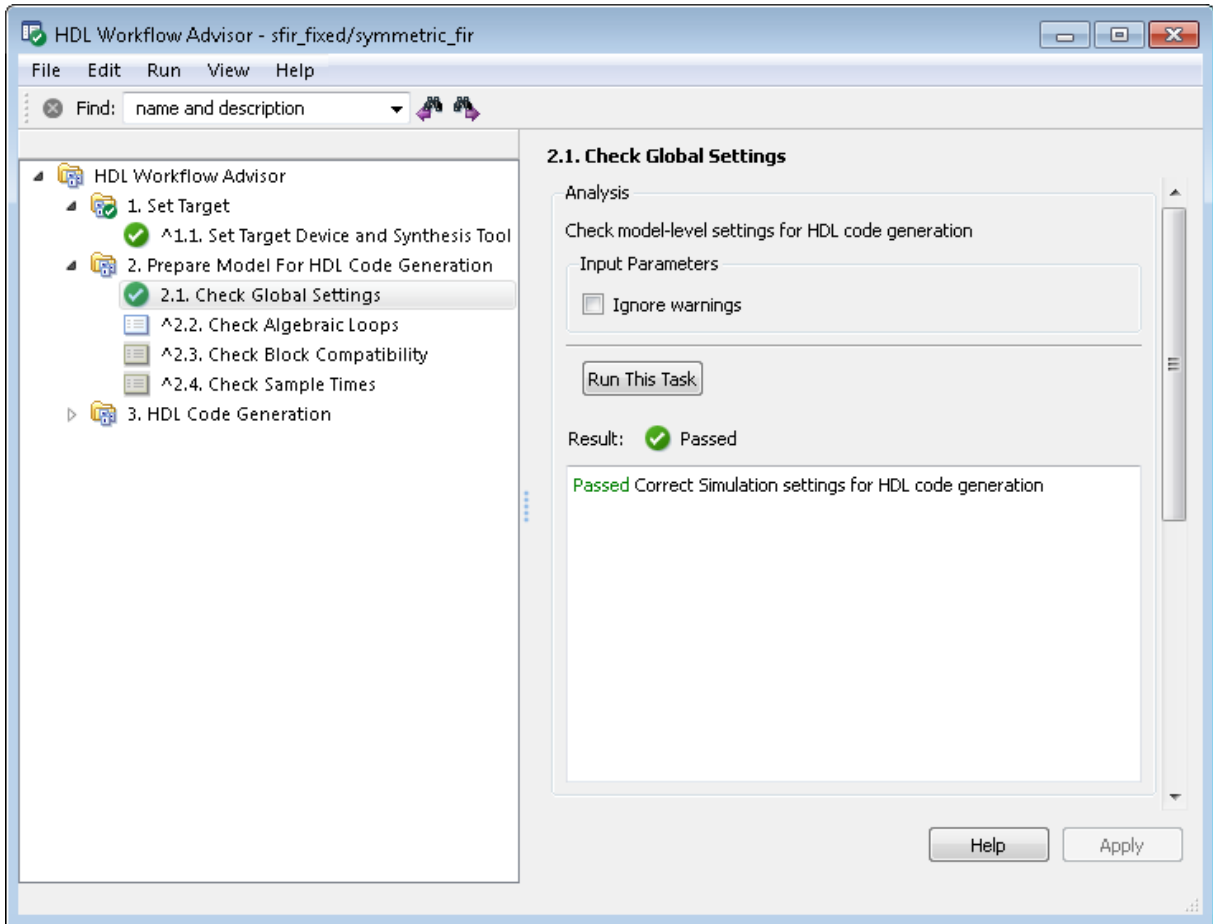
If the task fails, the HDL Workflow Advisor displays a red check mark icon to the left of the completed task. The next task in the workflow is not enabled, and you must correct all errors reported before you can proceed to the next step. (See"Correcting a Warning or Failure Problem" on page 15-26.)

The following figure shows the HDL Workflow Advisor after failure of the **Check Global Settings** task.
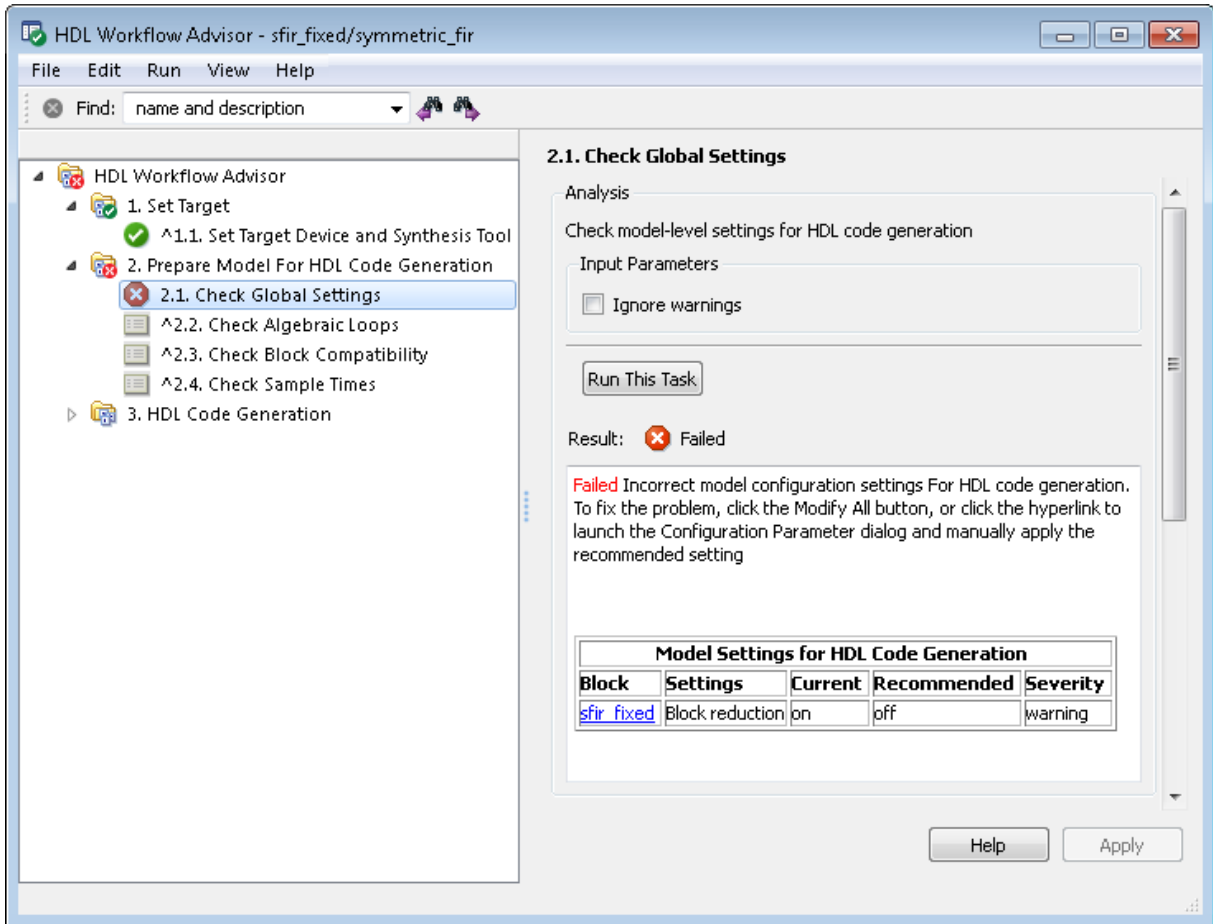
Selecting and Running a Sequence of Tasks

The HDL Workflow Advisor supports two options that let you run a group of two or more tasks. The options are:

- **Run to Selected Task**: Starting with the first enabled task in the HDL Workflow Advisor hierarchy, run all tasks up to and including the selected task.

- **Run to Failure**: Starting with the first enabled task in the currently selected folder, run all tasks in the folder. Task execution continues until one of the following occurs:

  - A task fails.

  - All tasks within the folder complete successfully.

The **Run to Failure** option is available only at the folder level.

The following sections, "Run to Selected Task" on page 15-17 and "Run to Failure" on page 15-19, illustrate each option.

Run to Selected Task

In the following figure, **Check Sample Times** is the first enabled task and **Set Advanced Options** is selected.
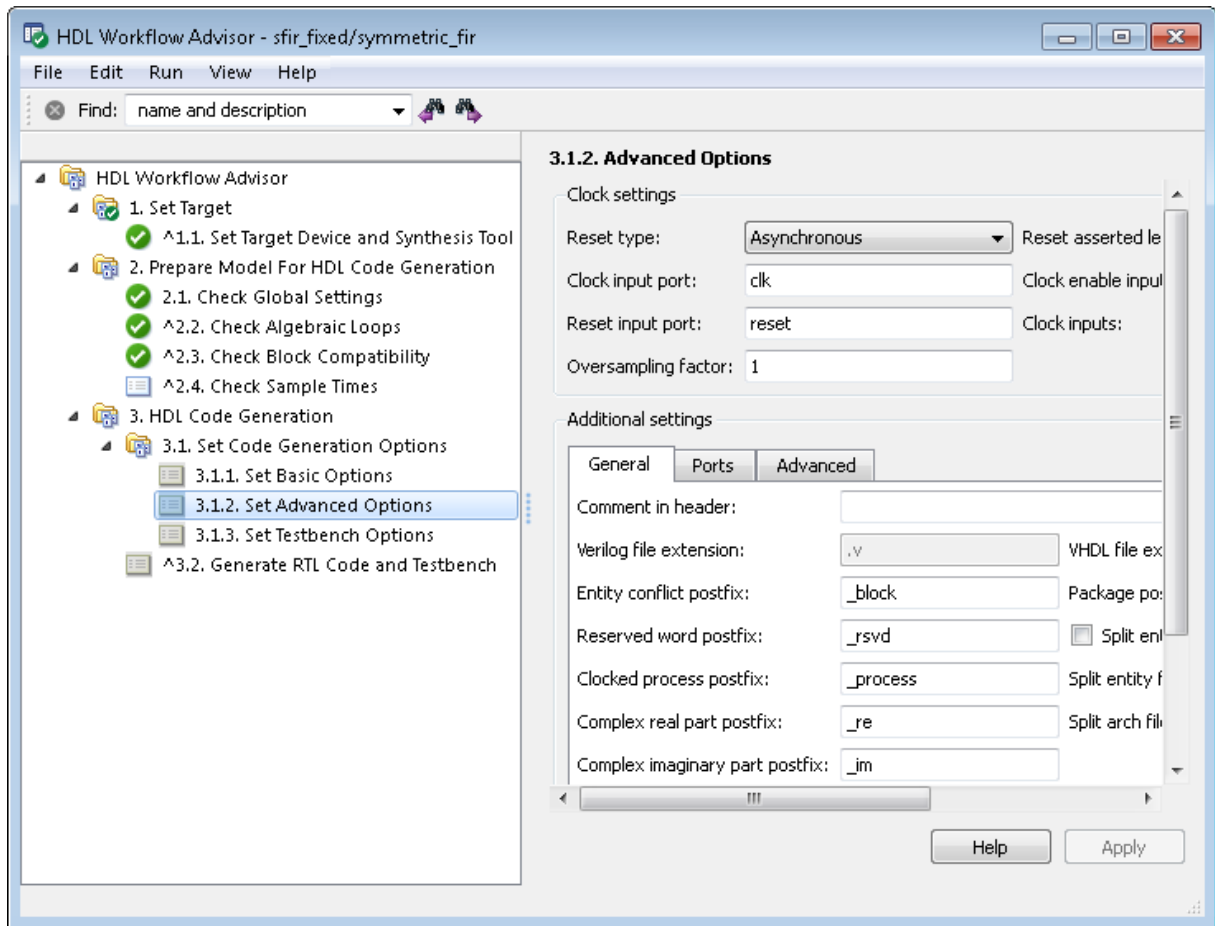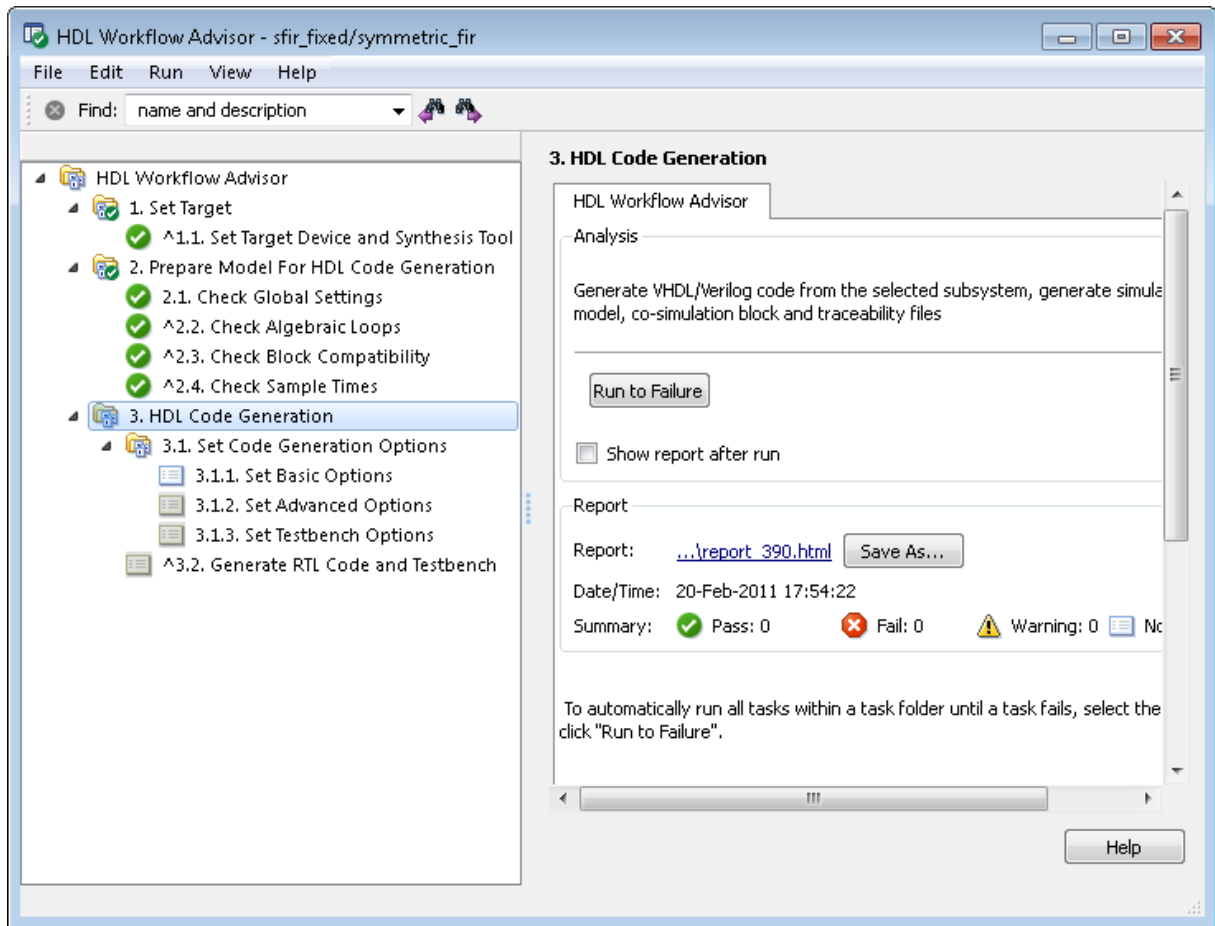
When you right-click and select **Run to Selected Task**, the HDL Workflow Advisor performs tasks starting with **Check Sample Times**, then up to and including **Set Advanced Options**. After this task sequence completes, the **Set Testbench Options** task is enabled:
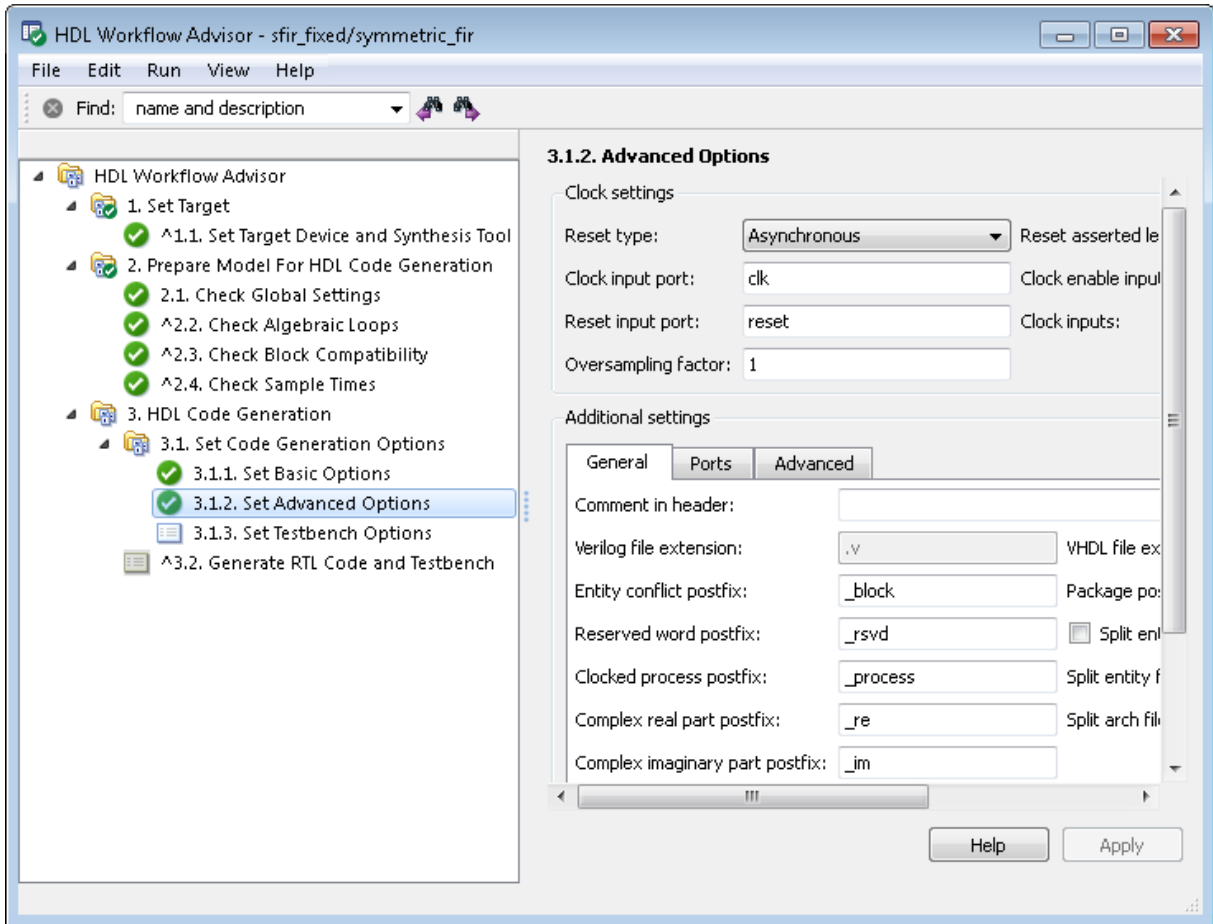
Run to Failure

In the following figure, **Set Basic Options** is the first enabled task, and the **HDL Code Generation** folder is selected.

When you right-click and select **Run to Failure**, the HDL Workflow Advisor performs tasks within the **HDL Code Generation** folder. This includes all tasks within the **Set Code Generation Options** subfolder.

After this task sequence completes, the HDL Workflow Advisor shows the results of the most recent task executed in the right pane:
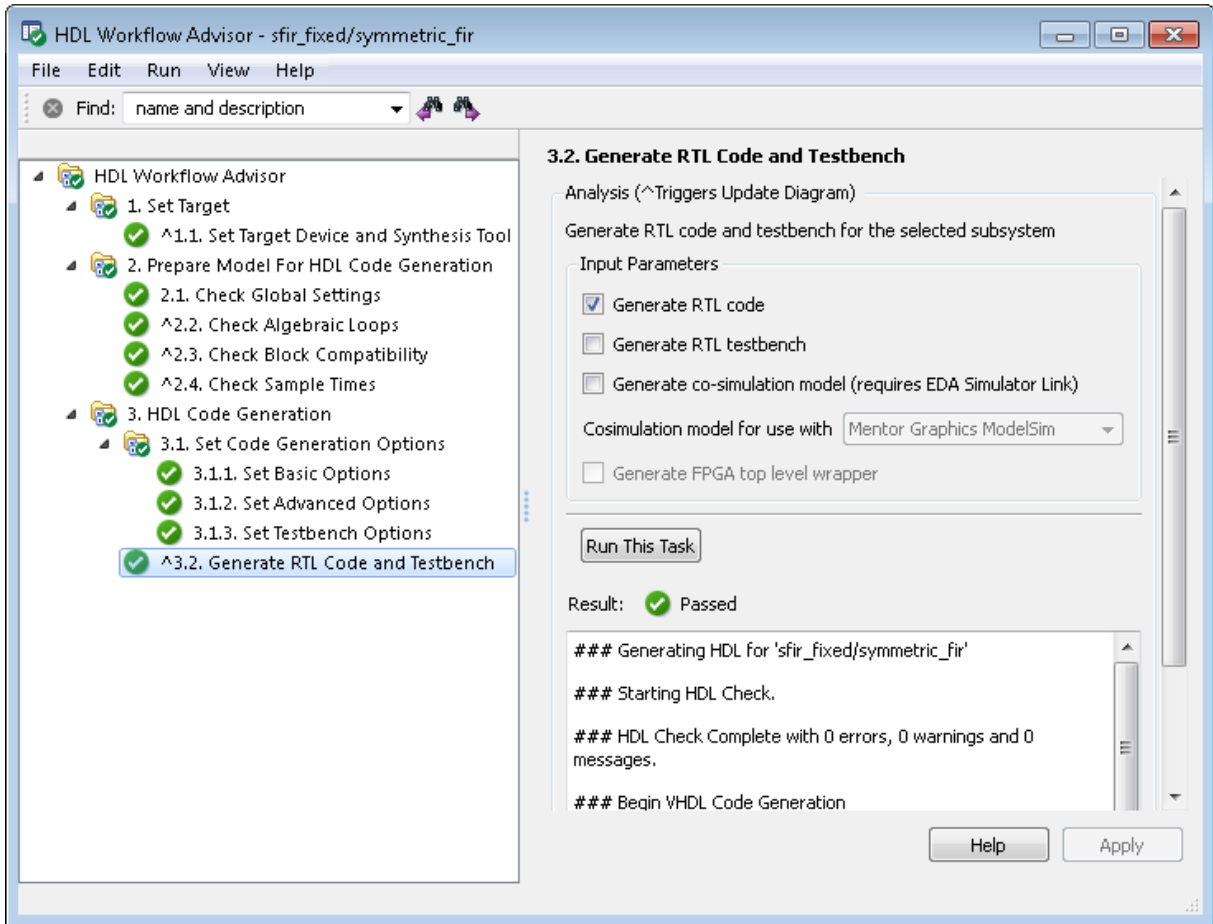
Saving and Restoring the HDL Workflow Advisor State

In this section...
"How the Save and Restore Process Works" on page 15-22
"Limitations of the Save and Restore Process" on page 15-22
"Saving the HDL Workflow Advisor State" on page 15-22
"Restoring the HDL Workflow Advisor State" on page 15-25

How the Save and Restore Process Works

By default, the coder saves the state of the most recent HDL Workflow Advisor session. The next time you activate the HDL Workflow Advisor, it returns to that state.

You can also save the current settings of the HDL Workflow Advisor to a named *restore point*. At a later time, you can restore the same settings by loading the restore point data into the HDL Workflow Advisor.

Limitations of the Save and Restore Process

The save and restore process has the following limitations:

- Any operation that you perform outside the HDL Workflow Advisor is not included in the save/restore process.
- The state of HDL Workflow Advisor tasks involving third-party tools are not saved or restored.
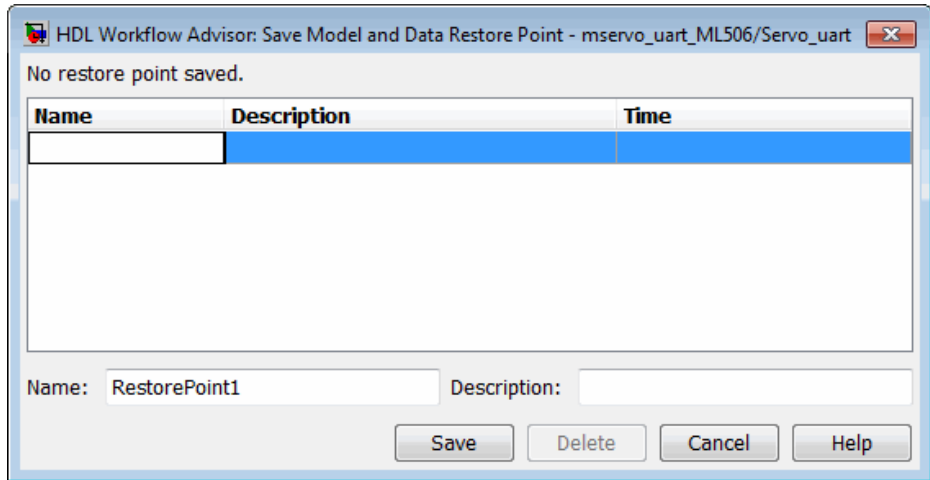
Saving the HDL Workflow Advisor State

You can create and save a restore point after successful completion of any task sequence. For example, the following figure shows the HDL Workflow Advisor after completion of the **Set Target Interface** task.
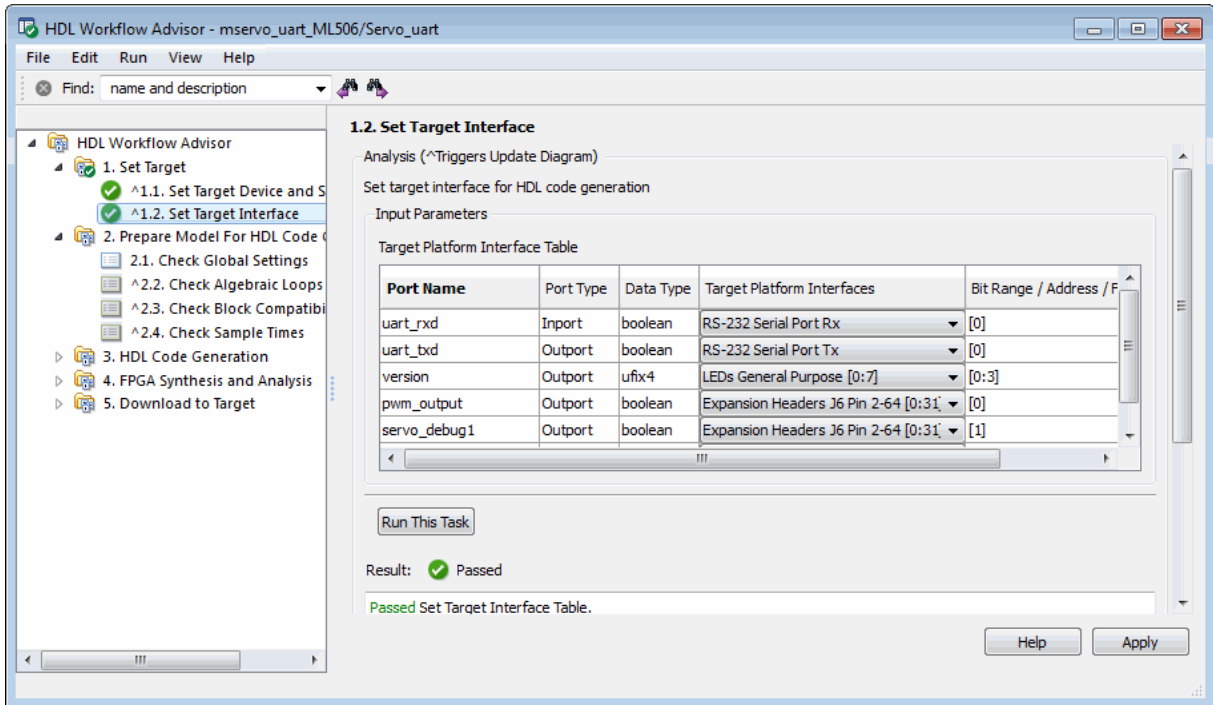
To save the HDL Workflow Advisor settings at this point:

1 In the HDL Workflow Advisor, select **File > Save Restore Point As**.
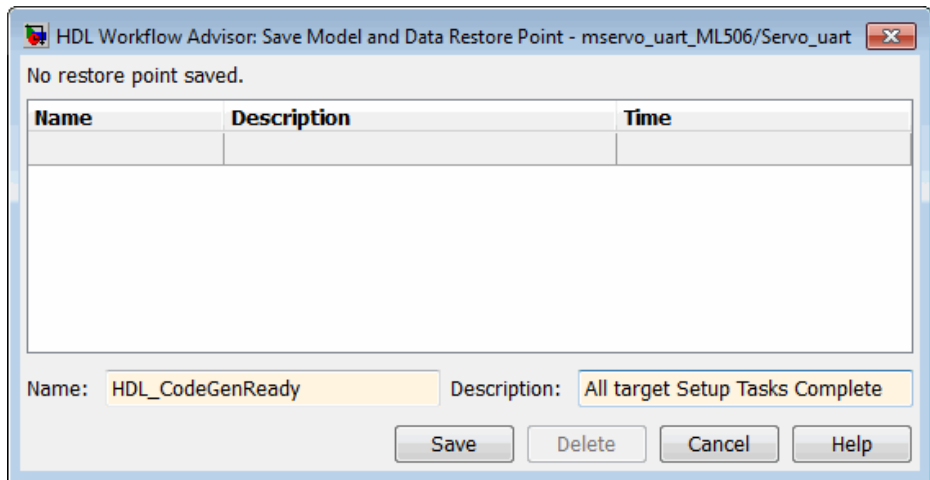
The Save Model and Data Restore Point dialog box opens.

2 In the **Name** field, enter a name for the restore point.

3 In the **Description** field, you can add optional descriptive text about the restore point.
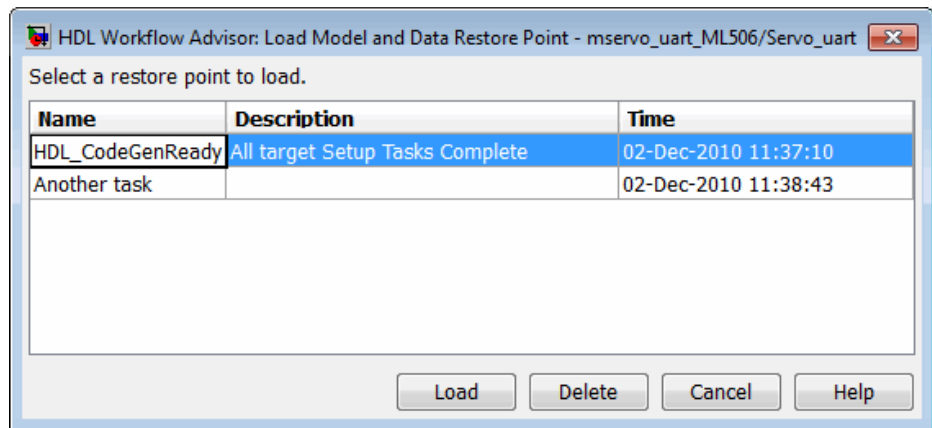
For example:

4 Click **Save**. The HDL Workflow Advisor saves a restore point of the current settings and closes the dialog box.

Restoring the HDL Workflow Advisor State

To load a restore point:

1 In the HDL Workflow Advisor, select **File > Load Restore Point**.

The Load Model and Data Restore Point dialog box opens.

**2** Select the restore point that you want.

3 Click **Load**.

The HDL Workflow Advisor issues a warning that the restoration will overwrite current settings.

4 Click **Load** to load the restore point you selected. The HDL Workflow Advisor restores the previously saved state.

Correcting a Warning or Failure Problem

If a task terminates due to a warning or failure condition, the right pane of the HDL Workflow Advisor shows information about the problems. This information appears in an `Analysis Result` subpane. The `Analysis Result` subpane also suggests model settings you can use to correct the problems.

Some tasks have an `Action` subpane that lets you apply all of the recommended actions listed in the `Analysis Result` subpane automatically. In the following example, the **Check Global Settings** task has failed, displaying an incorrect model setting in the `Analysis Result` pane.
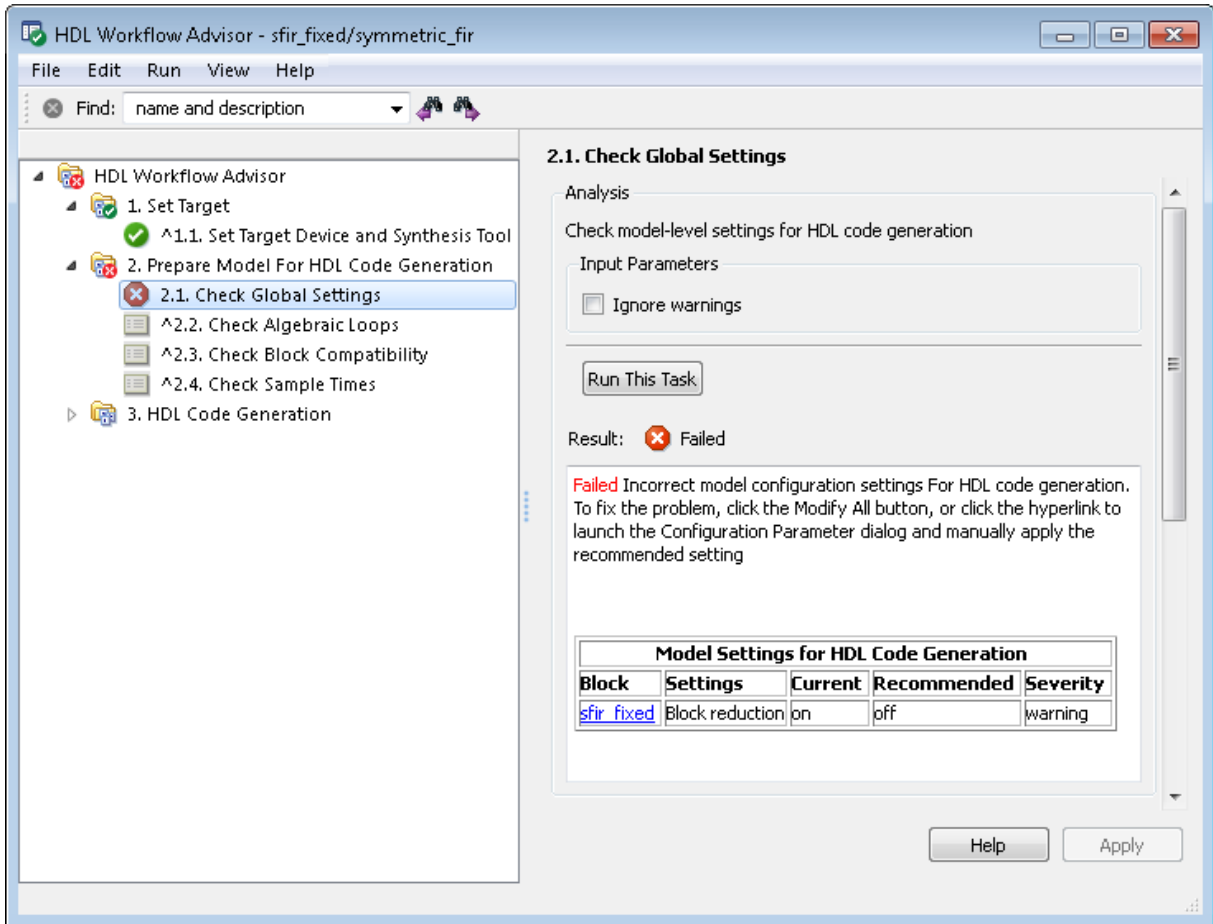
The `Action` subpane, below the `Analysis Result` subpane, contains a **Modify All** button. To correct all the problems that appear in the `Analysis Result` subpane, click the **Modify All** button.

After you click **Modify All**, the `Analysis Result` subpane reports the changes that were applied. The task is set to a `Not Run` and enabled state, enabling you to rerun the task and proceed to the subsequent tasks.

Tip Review the `Analysis Result` box before automatically correcting failures to ensure that you want to apply all of the recommended actions. If you do not want to apply all of the recommended actions, do not click **Modify All** to correct warnings or failures.

Generating HDL Workflow Advisor Reports

In this section...
"Viewing HDL Workflow Advisor Reports" on page 15-29
"Saving HDL Workflow Advisor Reports" on page 15-33

Viewing HDL Workflow Advisor Reports

When the HDL Workflow Advisor runs tasks, it automatically generates an HTML report of task results. Each folder in the HDL Workflow Advisor contains a report for all of the checks within that folder and its subfolders.

You can access any report by selecting a folder and clicking the link in the **Report** subpane. In the following example, the **Prepare Model For HDL Code Generation** folder is selected.
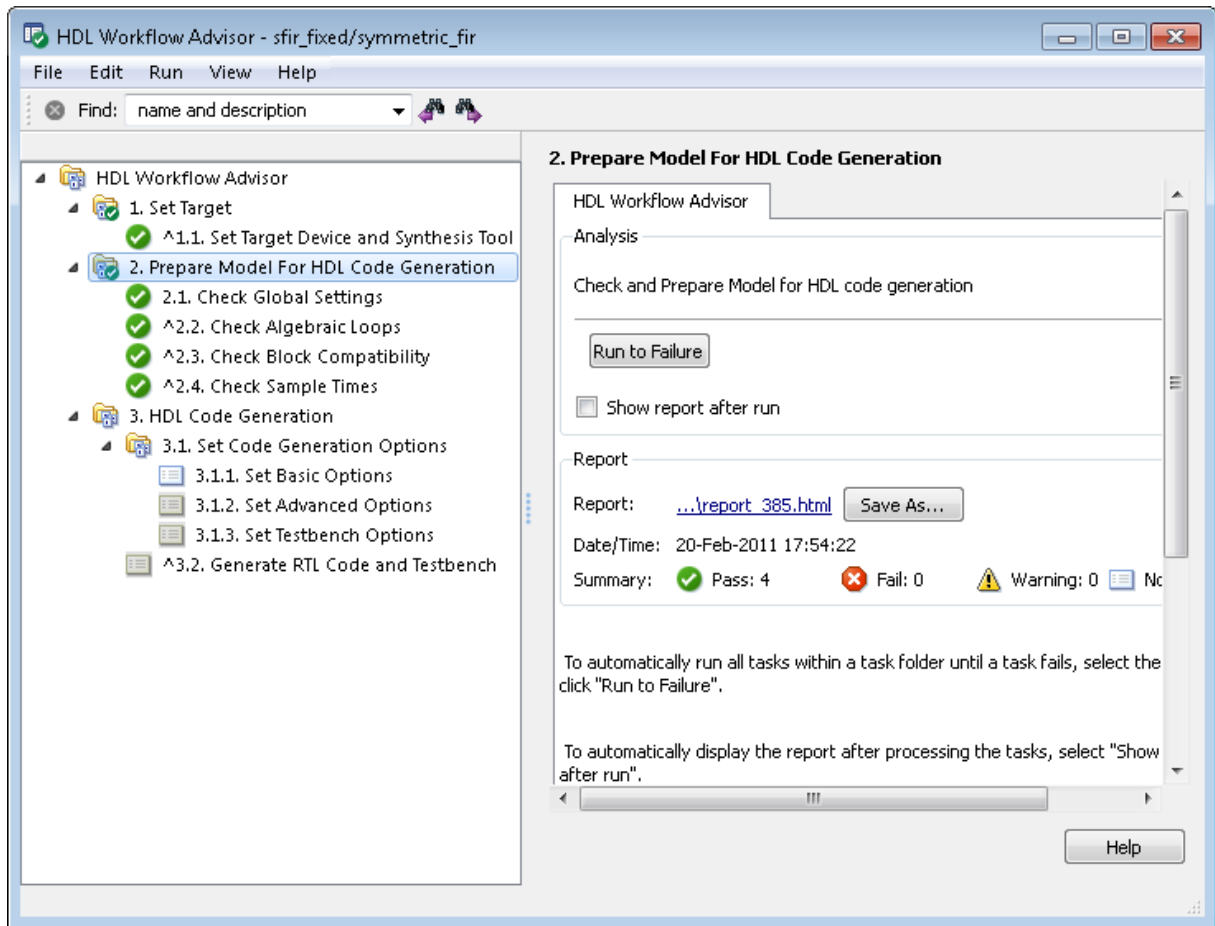
The following report shows typical results for a successful run of the **Prepare Model For HDL Code Generation** tasks.

Report name: Model Advisor - **2. Prepare Model For HDL Code Generation**

Simulink version: 7.7   **Model version: 1.67**

System: sfir_fixed/symmetric_fir   **Current run: 20-Feb-2011 20:51:24**

Run Summary

☑ Pass	☑ Fail	☑ Warning	☑ Not Run	Total
✅ 4	❌ 0	⚠ 0	🗏 0	4

⊟ **2. Prepare Model For HDL Code Generation**

✅ **2.1. Check Global Settings**

Passed Correct Simulation settings for HDL code generation

✅ **2.2. Check Algebraic Loops**

Passed No algebraic loop detected

✅ **2.3. Check Block Compatibility**

Passed Running Check Block Compatibility passed.

✅ **2.4. Check Sample Times**

Passed Running Check Sample Times passed.

As you run checks, the HDL Workflow Advisor updates the reports with the latest information for each check in the folder. A message appears in the

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report when you run the checks at different times. Time stamps indicate when checks have been run. The time of the current run appears at the top right of the report. Checks that occurred during previous runs have a time stamp following the check name.

You can manipulate the report to show only what you are interested in viewing as follows:

- The check boxes under **Run Summary** allow you to view only the checks with the status that you are interested in viewing. For example, you can remove the checks that have not run by clearing the check box next to the **Not Run** status.

- Minimize folder results in the report by clicking the minus sign next to the folder name. When you minimize a folder, the report updates to display a run summary for that folder.

You can view the report for a folder automatically each time the folder's tasks run. To do this, select **Show report after run**:
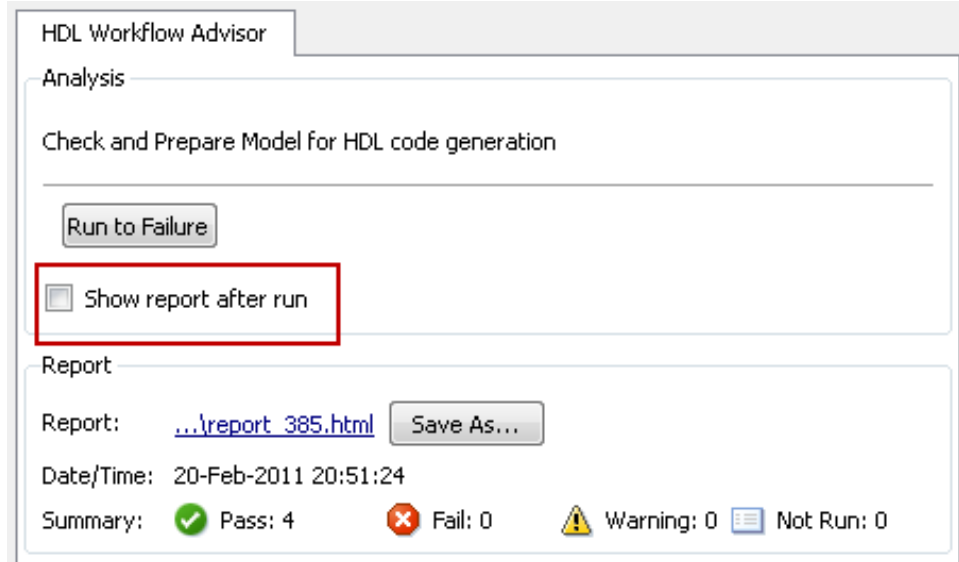
Saving HDL Workflow Advisor Reports

You can archive an HDL Workflow Advisor report by saving it to a new location. To save a report:

1 In the HDL Workflow Advisor, navigate to the folder that contains the report you want to save.

2 Select the folder that you want. The right pane of the HDL Workflow Advisor shows information about that folder, including a **Report** subpane.

3 In the **Report** subpane, click **Save As**.

4 In the Save As dialog box, navigate to the location where you want to save the report, and click **Save**. The HDL Workflow Advisor saves the report to the new location.

Note If you rerun the HDL Workflow Advisor, the report is updated in the working folder, not in the save location. You can find the full path to the report in the title bar of the report window. Typically, the report is within the working folder: `slprj\modeladvisor\HDLAdv_\`*`model_name`*`\`*`DUT_name`*`\`.

Performing FPGA Synthesis and Analysis Tasks with Third-Party Tools

FPGA Synthesis and Analysis Tasks Overview

The tasks in the **FPGA Synthesis and Analysis** folder let you run third-party FPGA synthesis and analysis tools without leaving the HDL Workflow Advisor environment. Tasks in this category include:

- Creation of FPGA synthesis projects for supported FPGA synthesis tools

- Launching supported FPGA synthesis tools to perform synthesis, mapping, and place/route tasks

- Annotation of your original model with critical path information obtained from the synthesis tools

Note A supported synthesis tool must be installed, and the synthesis tool executable must be on the system path to perform the tasks in the **FPGA Synthesis and Analysis** folder. See also "HDL Workflow Advisor Compatibility with Third-Party Tools" on page 15-3 for more information.

Creating a Synthesis Project

The **Create Project** task does the following:

- Lets you specify an FPGA synthesis tool and select the target FPGA device and other synthesis parameters

- Realizes a synthesis project for the tool from the previously generated HDL code

- Creates a link to the project files in the **Result** subpane

- (Optional) Launches the synthesis tool and opens the synthesis project

The following figure shows the **Create Project** task in an enabled state, after HDL code generation.
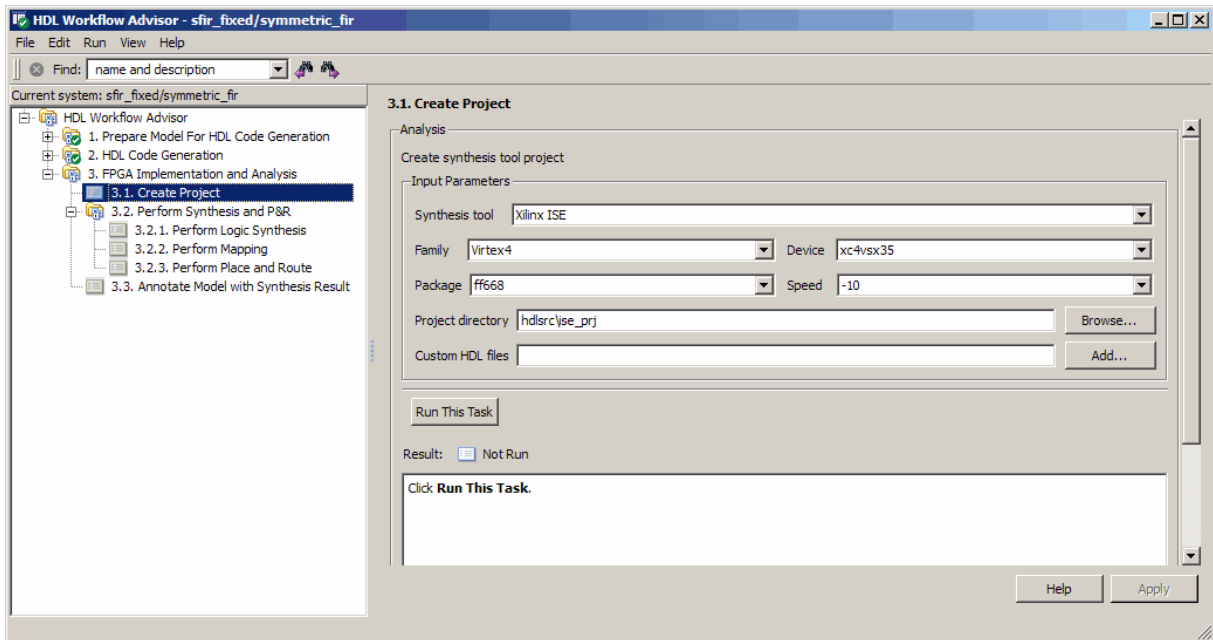
The **Create Project** task parameters are:

- **Synthesis tool**: See "HDL Workflow Advisor Compatibility with Third-Party Tools" on page 15-3

- **Family**: Target device family. The default is `Virtex4`.

- **Device**: Specific target device, within selected family.

- **Package**: The family and device determine the available package choices.

- **Speed**: The family, device, and package determine the available speed choices.

- **Project directory**: The HDL Workflow Advisor writes the project files to a subfolder of the hdlsrc folder. You can enter the path to an alternate folder, or click the **Browse** button to navigate to the desired folder.

- **Custom HDL files**: To include HDL files (or other synthesis files) that were not generated by the coder in your synthesis project, enter the full path to the desired files. Click the **Add** button to locate each file.

The following figure shows the HDL Workflow Advisor after passing the **Create Project** task. If you want to view the synthesis project click the hyperlink in the **Result** subpane. This link launches the synthesis tool and opens the synthesis project.
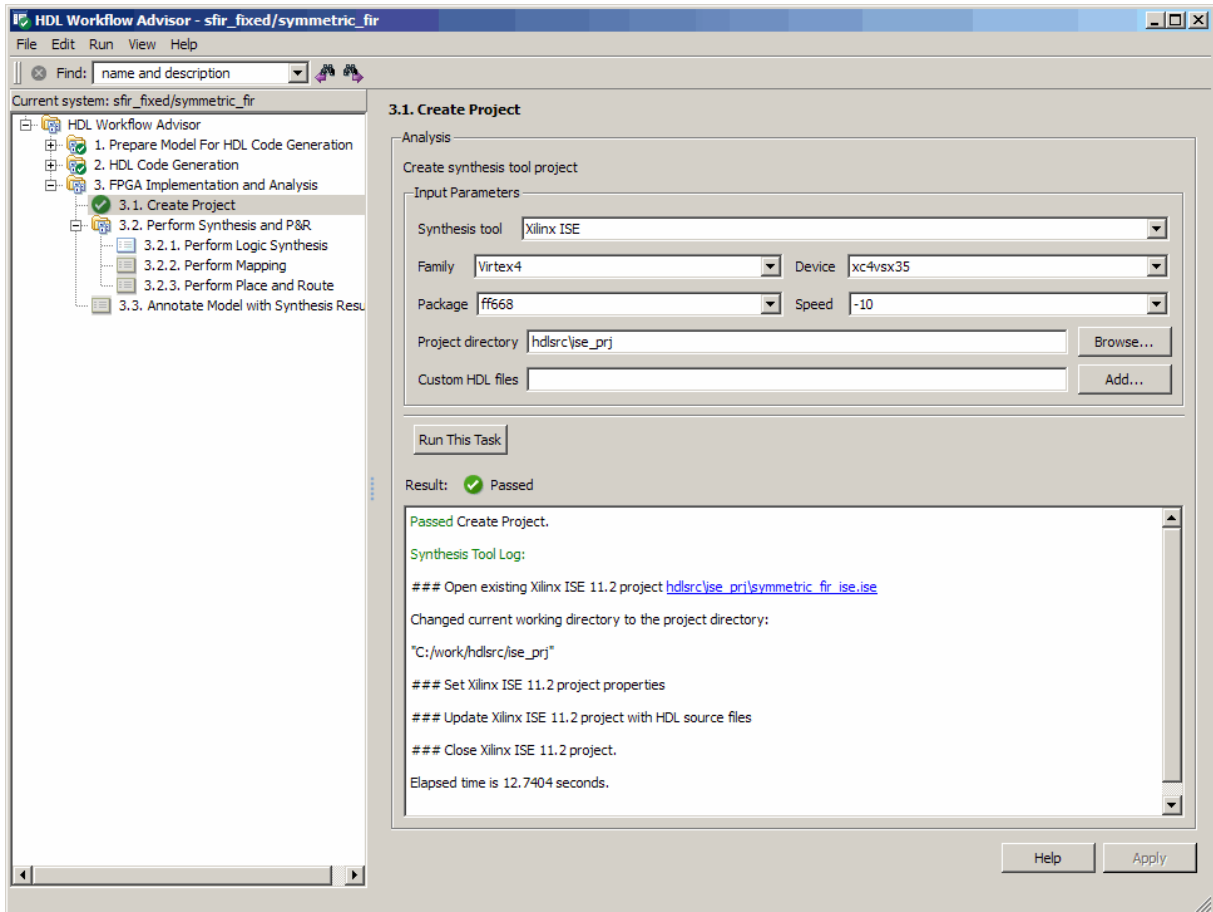
Performing Logic Synthesis

The **Perform Logic Synthesis** task does the following:

- Launches the synthesis tool in the background.

- Opens the previously generated synthesis project, compiles HDL code, synthesizes the design and emits netlists and related files.

- Displays a synthesis log in the **Result** subpane.

The **Perform Logic Synthesis** task does not have any input parameters. The following figure shows the HDL Workflow Advisor after passing the **Perform Logic Synthesis** task.
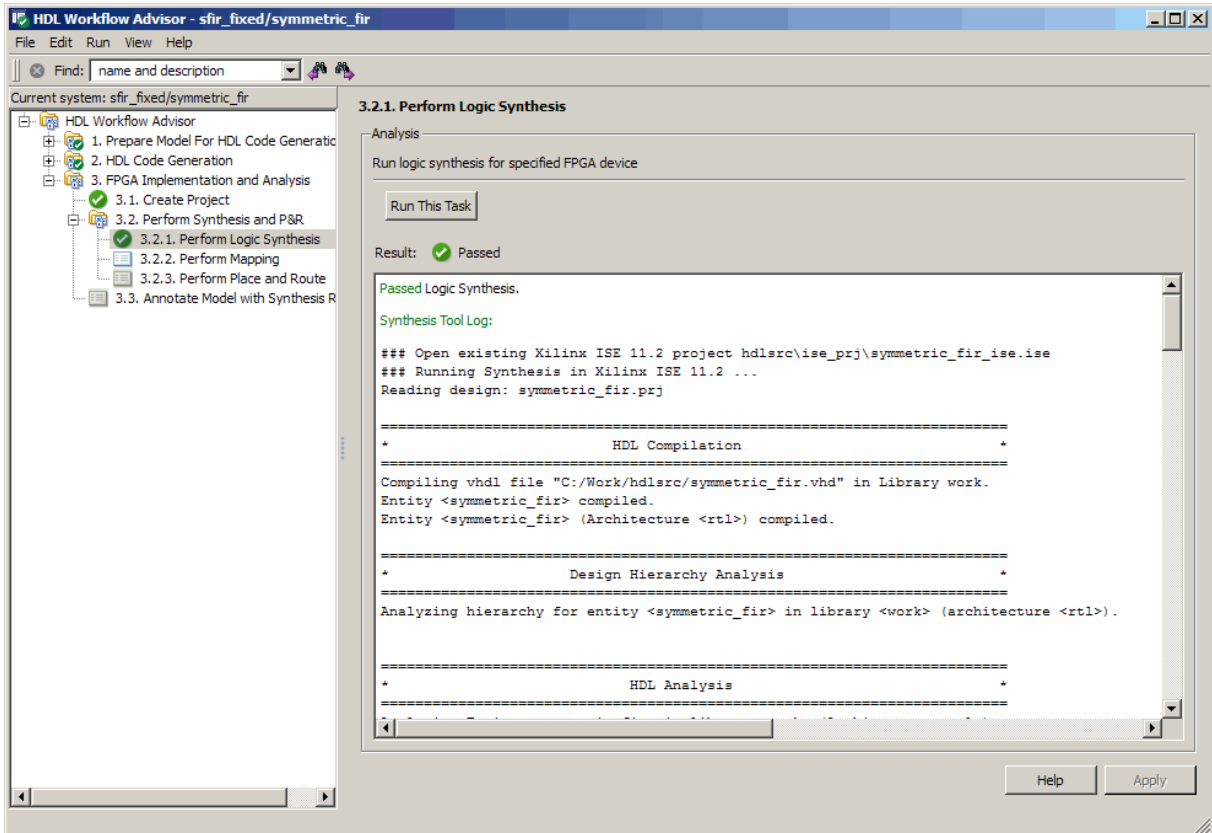
Performing Mapping

The **Perform Mapping** task does the following:

- Launches the synthesis tool in the background.

- Runs a mapping process that maps the synthesized logic design to the target FPGA.

- Emits a circuit description file for use in the place and route phase.

- Displays a log in the **Result** subpane.

The **Perform Mapping** task does not have any input parameters. The following figure shows the HDL Workflow Advisor after passing the **Perform Mapping** task.
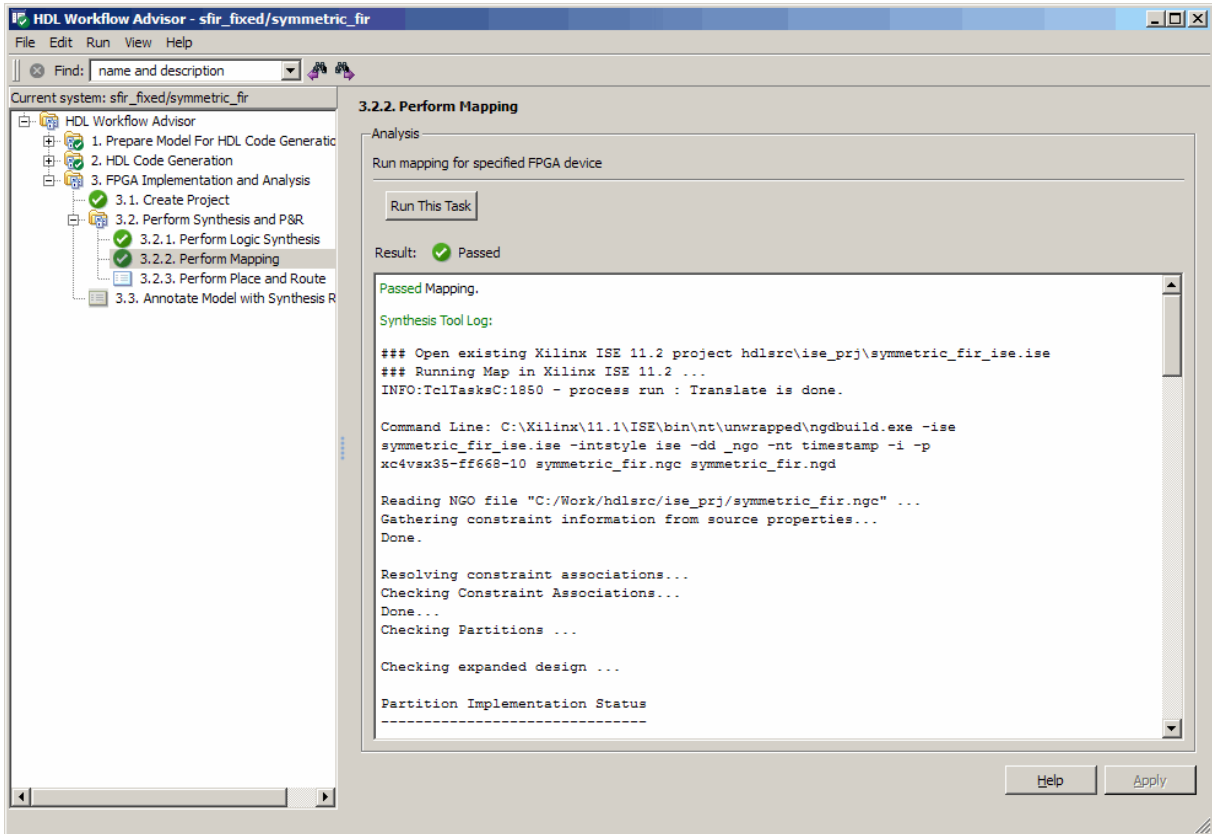
Performing Place and Route
The **Perform Place and Route** task does the following:

- Launches the synthesis tool in the background.

- Runs a Place and Route process that takes the circuit description produced by the previous mapping process, and emits a circuit description suitable for programming an FPGA.

- Also emits pre- and post-routing timing information for use in critical path analysis and back annotation of your source model.

- Displays a log in the **Result** subpane.

Unlike other tasks in the HDL Workflow Advisor hierarchy, **Perform Place and Route** is optional. If you select **Skip this task** option (see the following figure) the HDL Workflow Advisor executes the workflow, but omits the **Perform Place and Route**, marking it `Passed`. You may want to select **Skip this task** if you prefer to do place and route work manually.
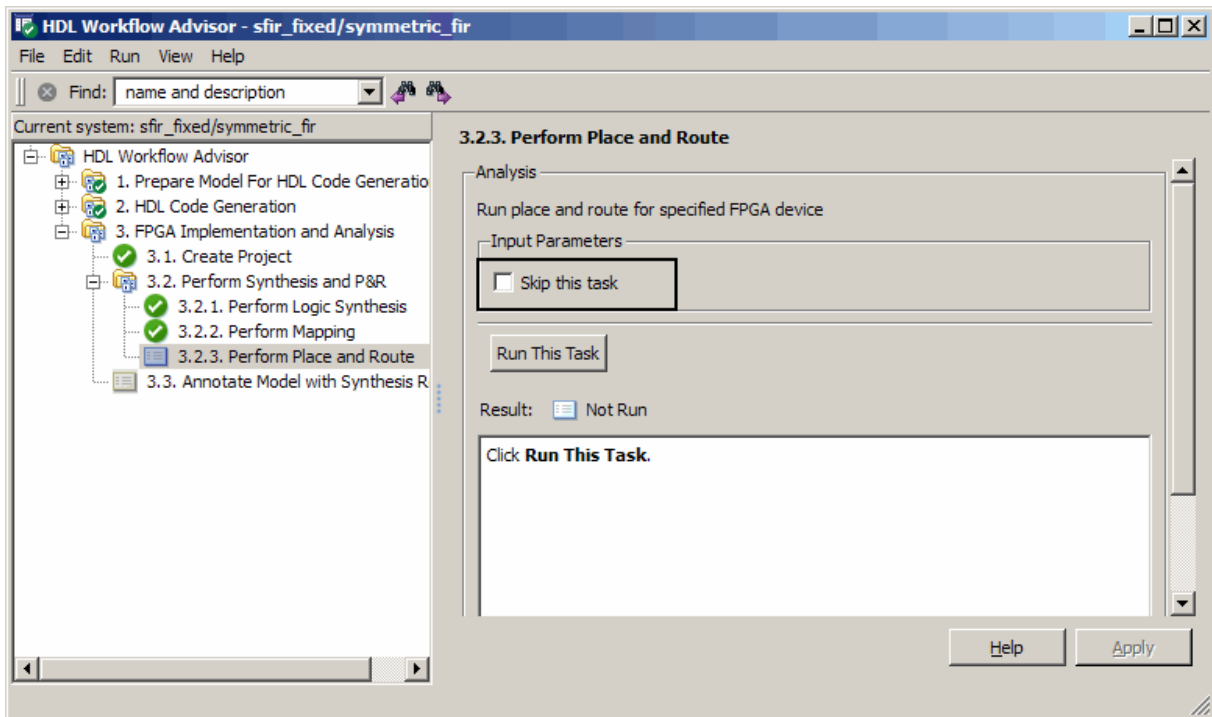
The following figure shows the HDL Workflow Advisor after passing the **Perform Place and Route** task.
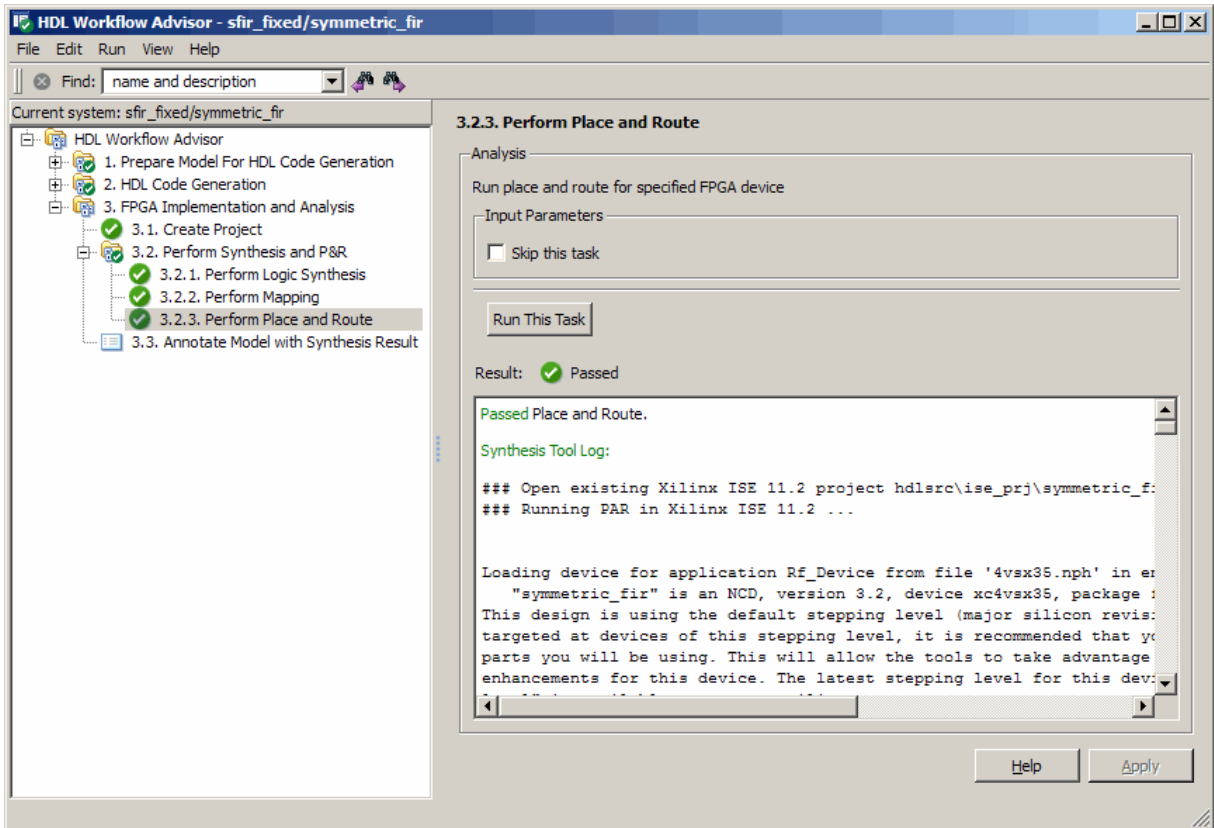
Annotating Your Model with Critical Path Information

The **Annotate Model with Synthesis Result** task helps you to identify critical paths in your model. At your option, the task analyzes pre- or post-routing timing information produced by the **Perform Place and Route** task, and visually highlights one or more critical paths in your model. The following figure shows the **Annotate Model with Synthesis Result** task in an enabled state.
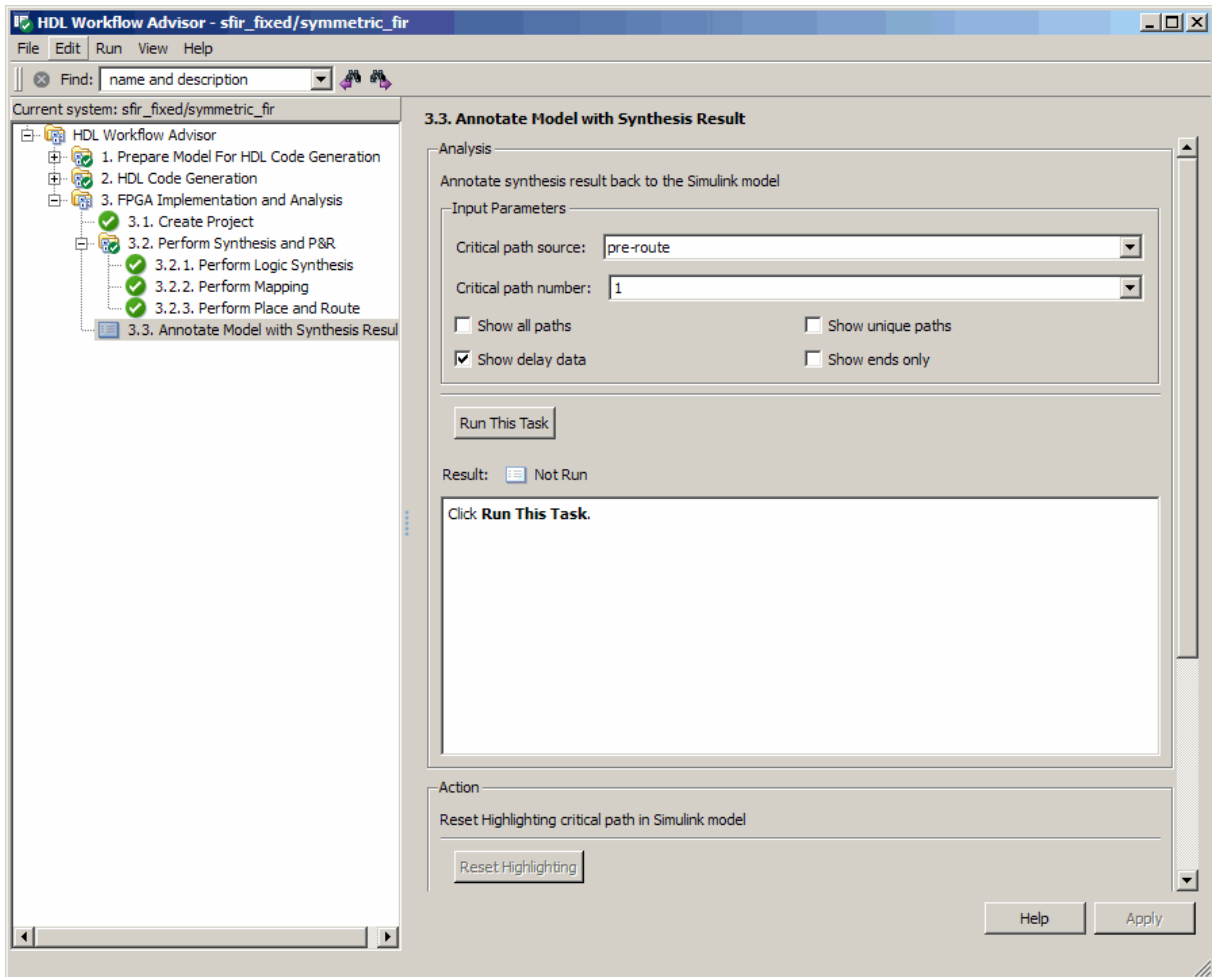
The task parameters are:

- **Critical path source**: Select `pre-route` or `post-route`. The default is `pre-route`.

- **Critical path number**: You can annotate up to 3 critical paths. Select the number of paths you want to annotate. The default is 1.

- **Show all paths**: Show all critical paths, including duplicate paths. Default: Off

- **Show unique paths**: Show only the first instance of any path that is duplicated.

- **Show delay data**: Annotate the cumulative timing delay on each path. Default: On

- **Show ends only**: Show the endpoints of each path, but omit the connecting signal lines. Default: Off

When the **Annotate Model with Synthesis Result** task runs to completion, the coder displays the DUT with critical path information highlighted. The following figure shows a subsystem after critical path annotation. Using default options, the annotation includes the endpoints, signal lines, and delay data.
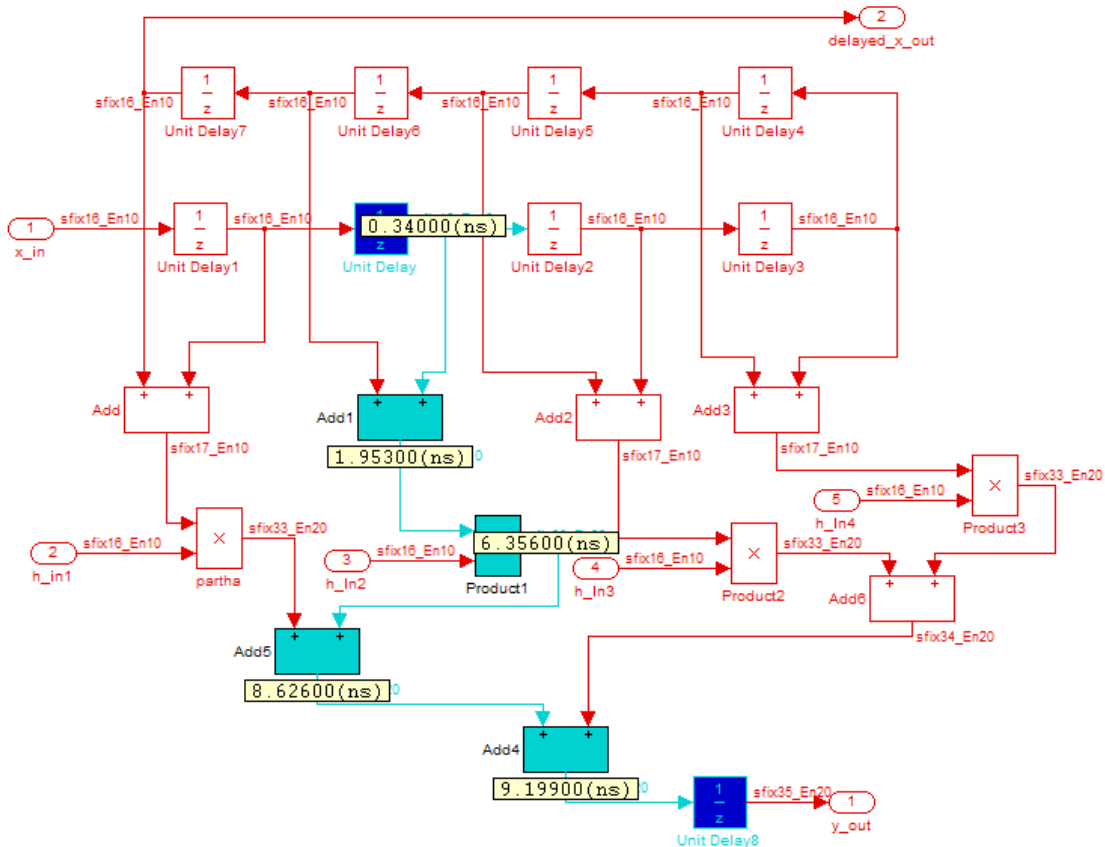
After the **Annotate Model with Synthesis Result** task runs to completion, the HDL Workflow Advisor enables the **Reset Highlighting** button in the **Action** subpane. When you click this button, the HDL Workflow Advisor:

- Clears all critical path annotations from the model.

- Resets the **Annotate Model with Synthesis Result** task.
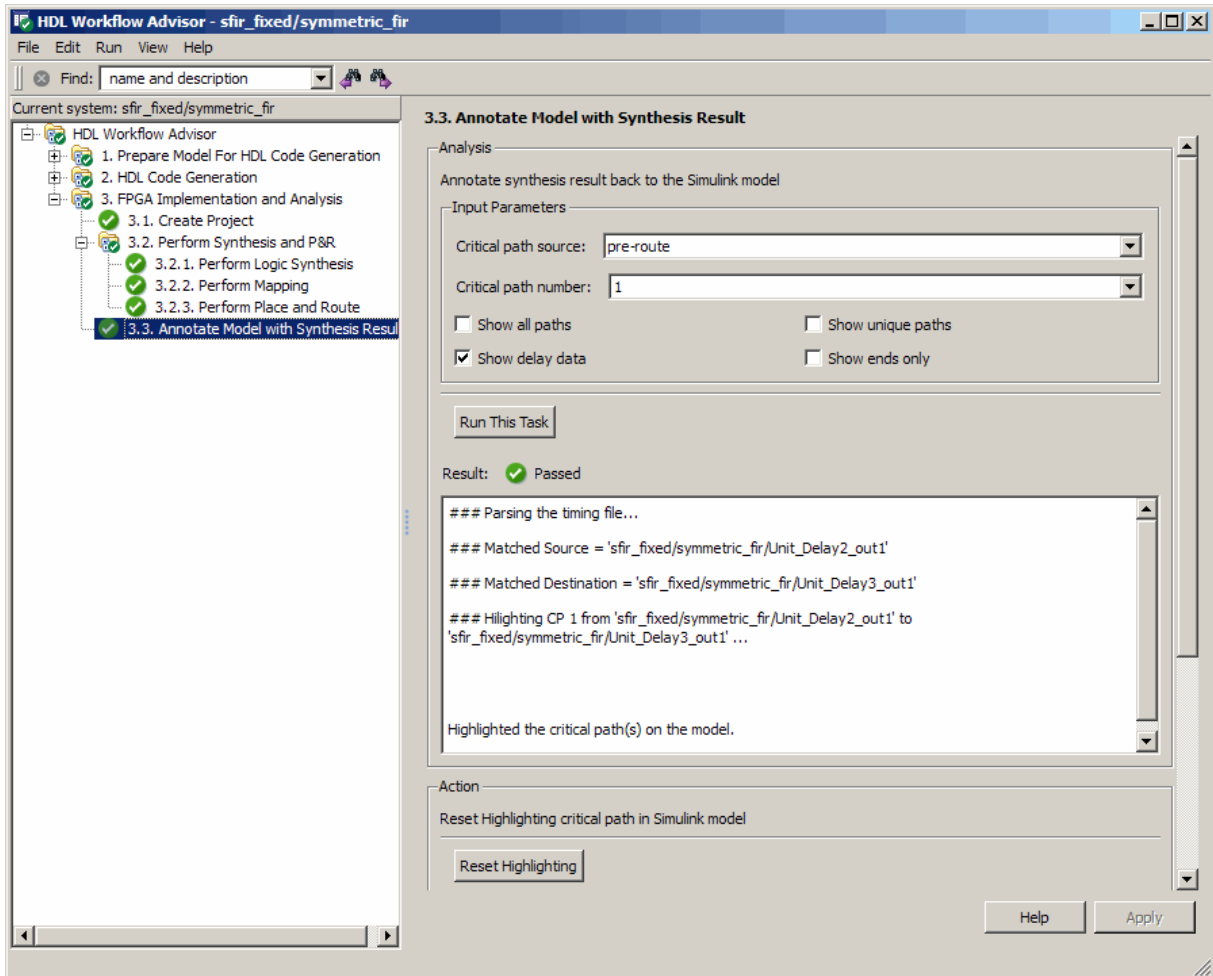
Automated Workflows for Specific Target Devices and Synthesis Tools

The HDL Workflow Advisor lets you perform complete automated workflows for a number of target devices. The **Target platform** pulldown menu of the **Set Target Device and Synthesis Tool** task lists the supported target devices.
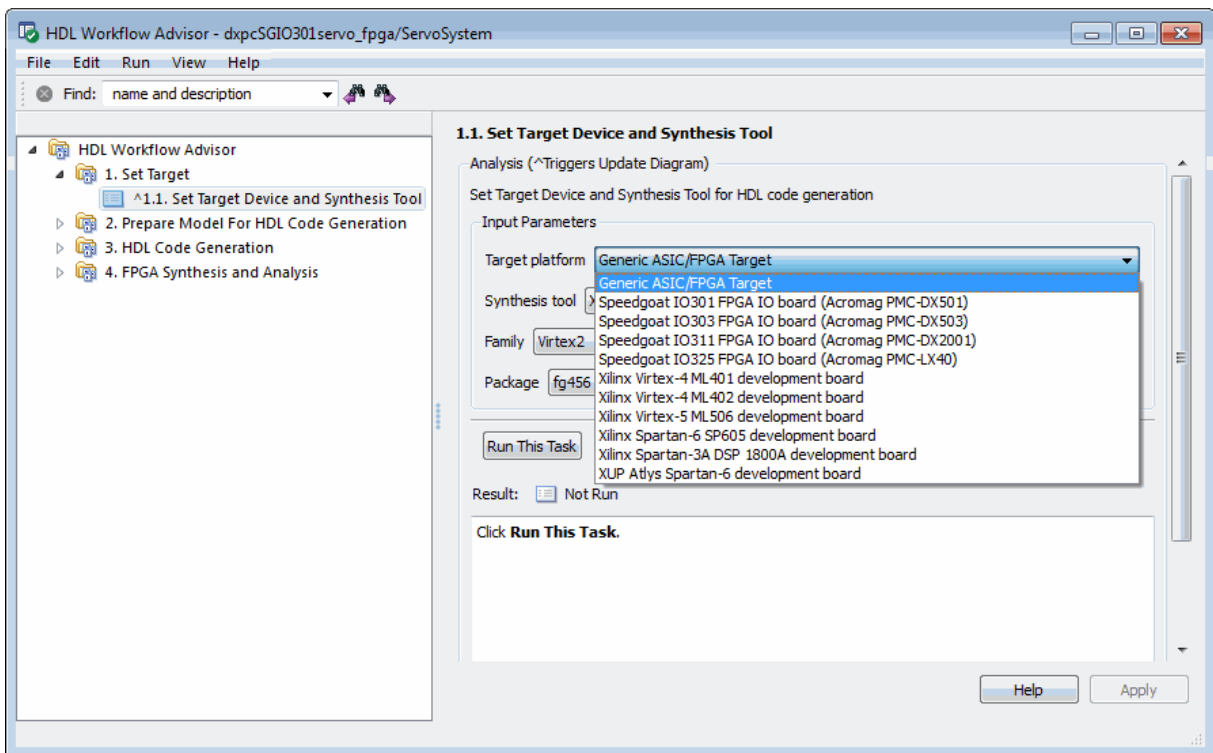
After you select the desired target device and configure its I/O interface, you can let the HDL Workflow Advisor perform the subsequent model checking, HDL code generation, and FPGA synthesis and analysis tasks, with no need for your intervention. See the following sections for information on automated workflows for specific types of targets:

Workflow for Speedgoat FPGA IO Boards and xPC Target

In this section...
"Selecting a Speedgoat Target Device" on page 15-48
"Setting the Target Interface for Speedgoat Boards" on page 15-53
"Code Generation, Synthesis, and Generation of xPC Target Interface Subsystem" on page 15-58

Selecting a Speedgoat Target Device

Note Before selecting a Speedgoat target device, see "HDL Workflow Advisor Compatibility with Third-Party Tools" on page 15-3

The demo model that illustrates this workflow is:

```
dxpcSGIO301servo_fpga
```

To open this demo, you must have a license for xPC Target software. See also "Working with FPGAs " in the xPC Target documentation.
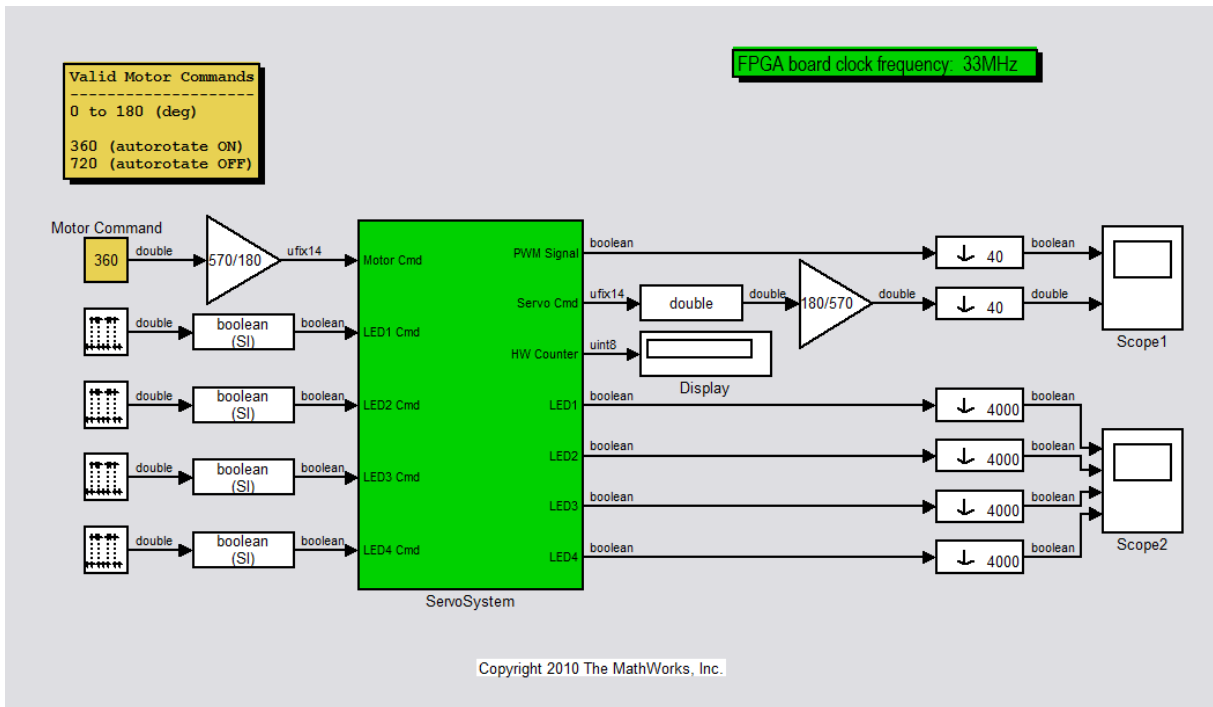
To follow the workflow:

1 Open the model.

The `ServoSystem` subsystem is the device under test (DUT) to be selected for HDL code generation.

2 From the Simulink **Tools** menu, select **HDL Code Generation > HDL Workflow Advisor**.

3 In the System Selector window, select the `ServoSystem` subsystem.
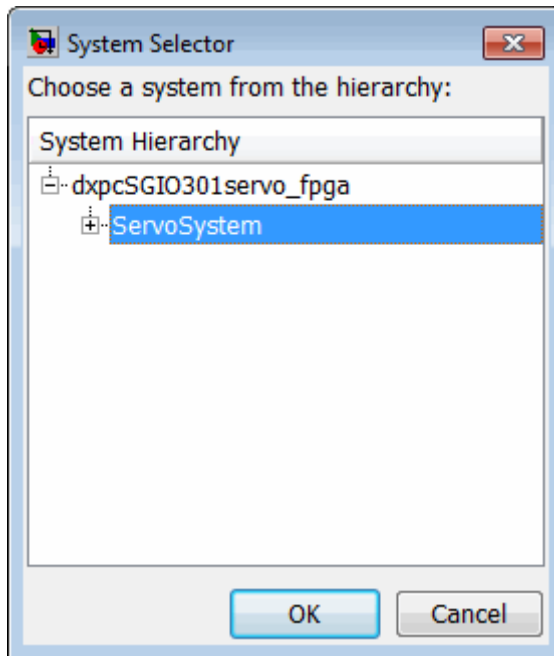
4 Click **OK**.

The HDL Workflow Advisor opens.

5 In the HDL Workflow Advisor, select the **Set Target Device and Synthesis Tool** task. The default target is the `Generic ASIC/FPGA Target`.
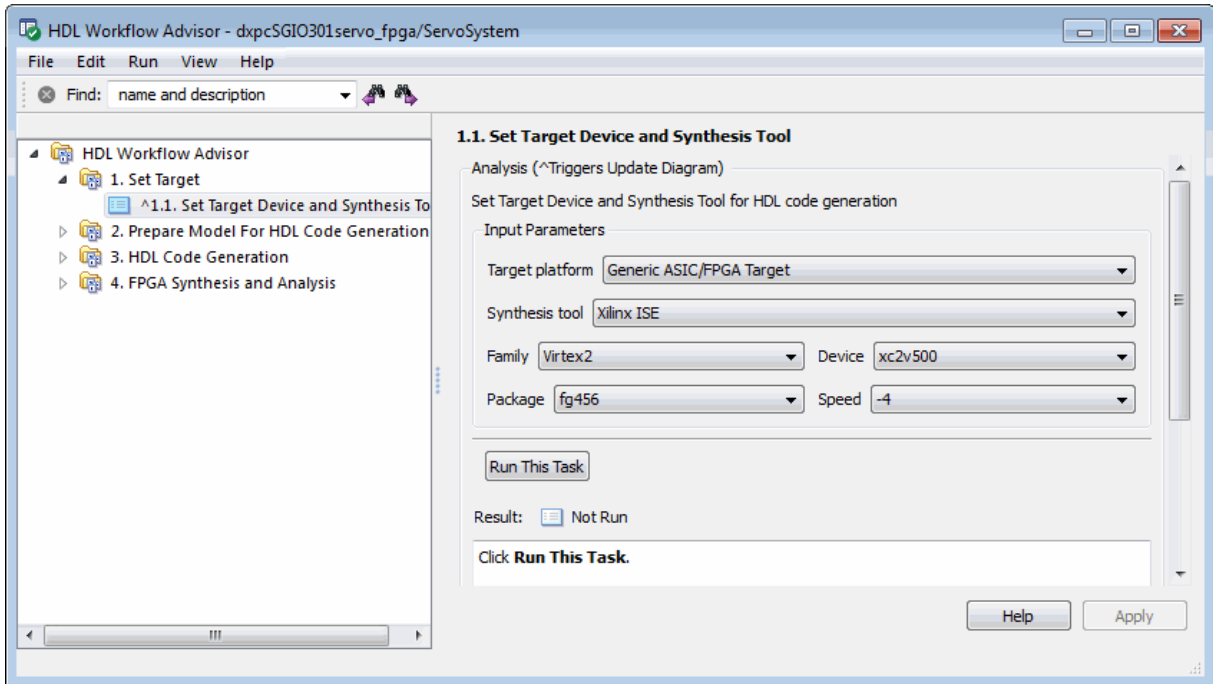
6 xPC Target and HDL Workflow Advisor support the same set of Speedgoat devices. Select the Speedgoat IO301 from the **Target platform** menu.

After you select the Speedgoat device, the HDL Workflow Advisor updates its display, as follows:
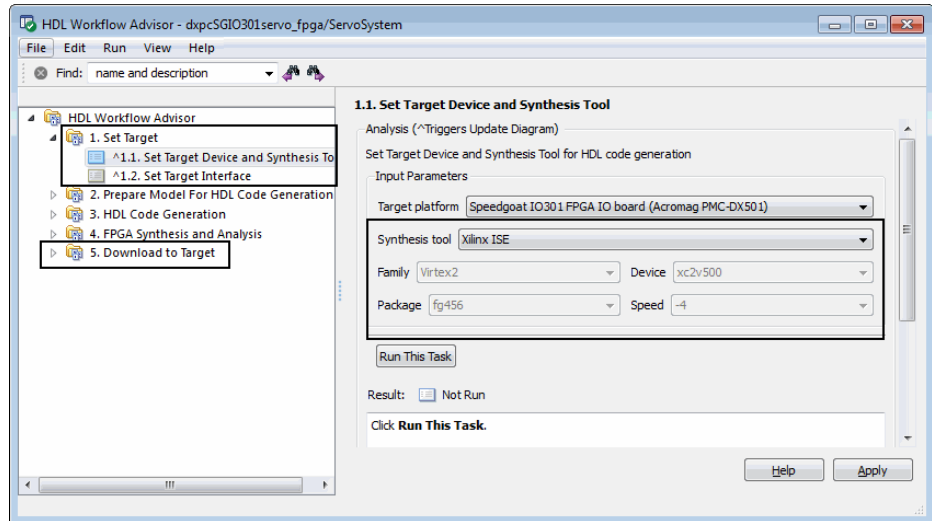
- The **Set Target Interface** and **Download to Target** tasks appear in the left pane.

- The selected **Synthesis tool** is `Xilinx ISE`.

- The other properties have values (in this case, read-only) that are appropriate for the target device.

7 Click the **Run This Task** button. While the **Set Target Device and Synthesis Tool** task runs, HDL Workflow Advisor displays a progress indicator.

After the **Set Target Device and Synthesis Tool** task completes, the HDL Workflow Advisor enables the next task in the hierarchy, **Set Target Interface**. The following figure shows the HDL Workflow Advisor after completion of the **Set Target Device and Synthesis Tool** task.
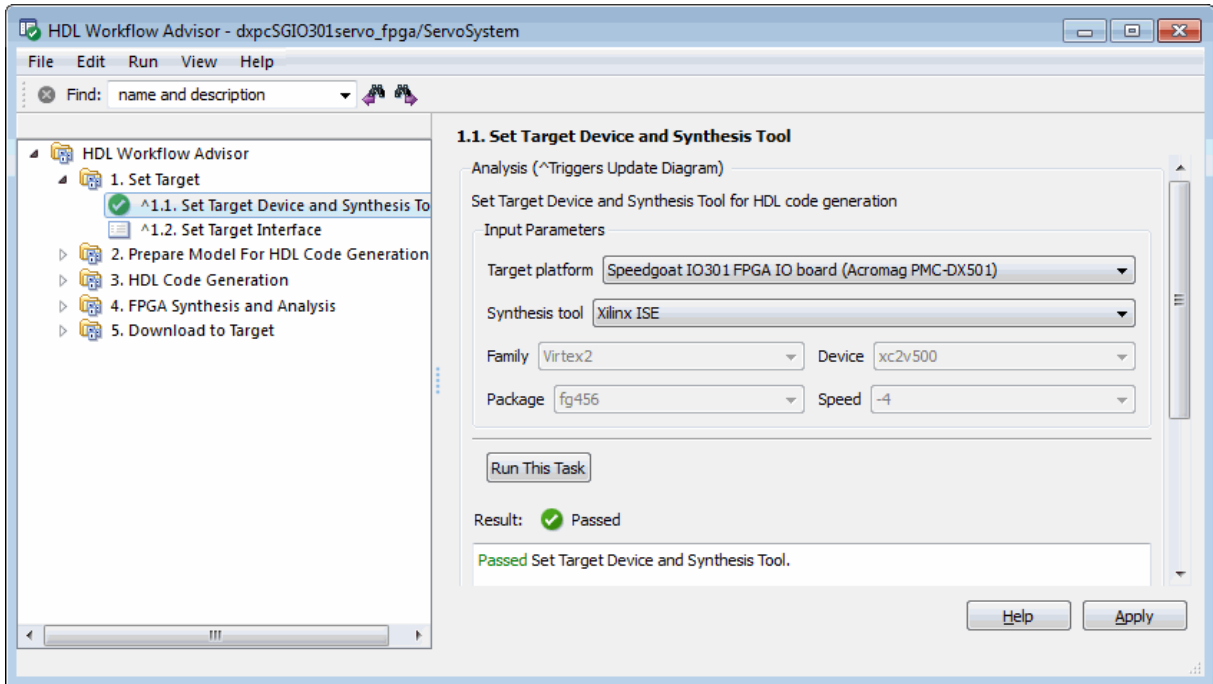
8 Proceed to the next task, "Setting the Target Interface for Speedgoat Boards" on page 15-53.

Setting the Target Interface for Speedgoat Boards

The **Set Target Interface** task lets you define how the inputs and outputs of the DUT map to the inputs and outputs of the selected Speedgoat target device. The figure below shows the initial state of the **Set Target Interface** pane of the HDL Workflow Advisor.
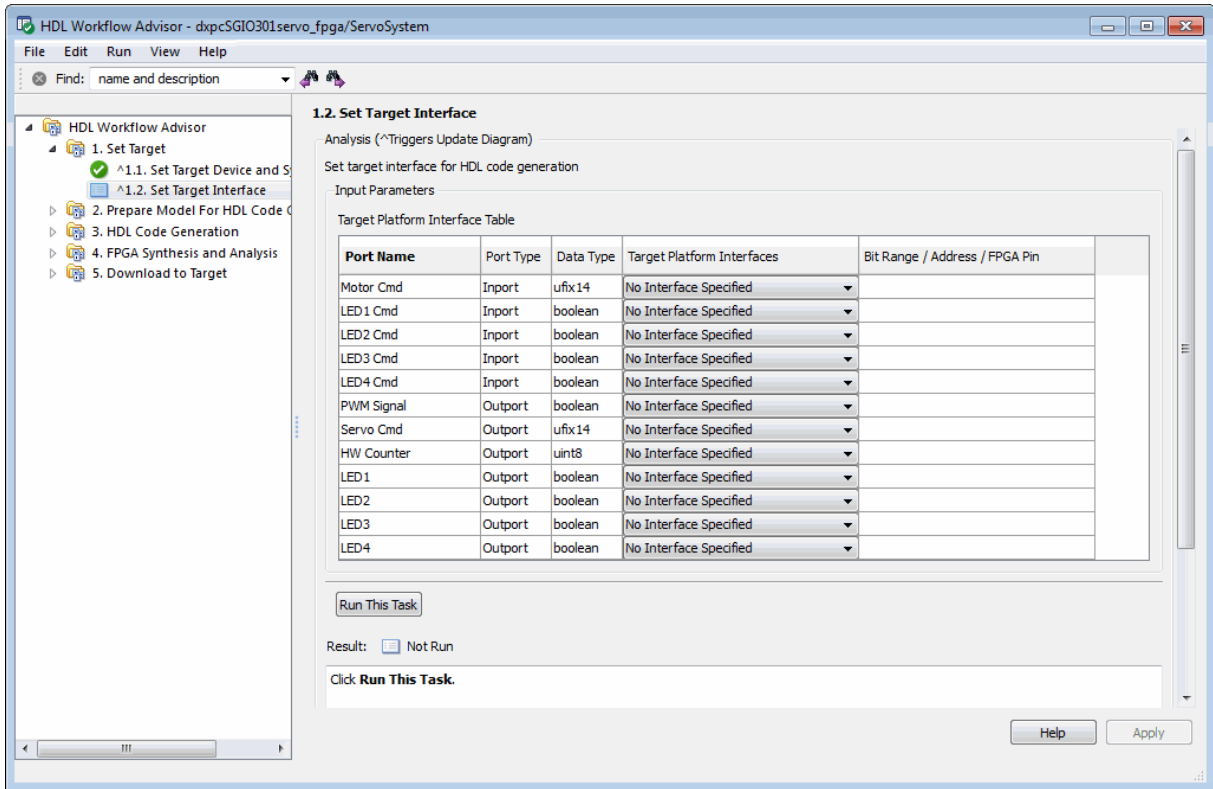
The pane displays the Target Platform Interface Table. The HDL Workflow Advisor automatically enters information about each input or output port on the DUT into the following columns:

- **Port Name** (read-only): The name of the port on the DUT

- **Port Type** (read-only): Either `Inport` or `Outport`

- **Data Type** (read-only): The data type of the port

The remaining columns in the Target Platform Interface Table let you define how each port on the DUT is allocated to an I/O resource on the target device. To allocate ports:

1 In the left pane of the HDL Workflow Advisor, select the **Set Target Interface** task.

2 In the Target Platform Interface Table, click the **Target Platform Interfaces** column for a port that you want to allocate. The HDL Workflow Advisor displays a pulldown menu listing the available I/O resources for the target device. Initially, all ports are set to `No Interface Specified`, the default.

3 Select an option from the menu. For Speedgoat devices, the **Target Platform Interfaces** menu presents the following options for each port:

- `No Interface Specified` (default): The port is not allocated to any resource on the target device.

- `TTL I/O Connector [0:63]`: The port is allocated to a specified bit position [`b`] or range of bit positions [`lsb:msb`]. The width of the specification, in bits, must equal the width of the port on the DUT.

  When you select `TTL I/O Connector [0:63]`, the HDL Workflow Advisor automatically allocates a bit range of the correct width.

- `PCI Interface`: Specifies an address (in hexadecimal) in the 32-bit PCI address space of the Speedgoat target device. PCI addresses increase in increments of 4 (for example, `x"8100"`, `x"8104"`, `...`).

  When you select `PCI Interface`, the HDL Workflow Advisor automatically allocates the next available address, starting at `x"8100"`.

- `Specify FPGA Pin {'LSB',...,'MSB'}`: Enter one or more FPGA pin names as a cell array of strings. Enter the pin name specification in the **Bit Range / Address / FPGA Pin** column. The number of pin names must equal the width of the port on the DUT. See your Speedgoat board documentation for the required format for pin names.

4 If you select `TTL I/O Connector [0:63]` or `PCI Interface`, the HDL Workflow Advisor automatically displays a default bit range or address in the **Bit Range / Address / FPGA Pin** column. For example, in the following figure, the `Motor Cmd` port has been allocated to PCI address `x"8100"`.
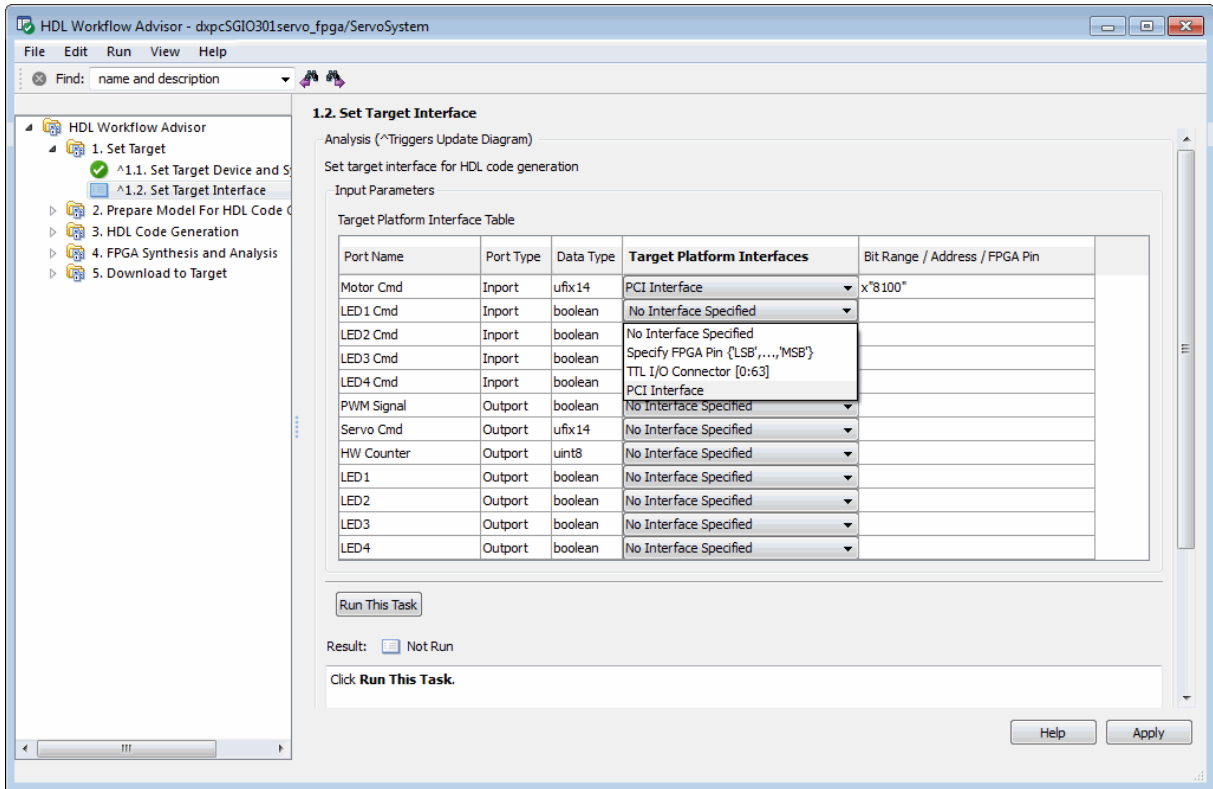
15-55

If you want to change a value entered by the HDL Workflow Advisor, double-click in the **Bit Range / Address / FPGA Pin** column and edit the value.

5 Continue allocating ports as required by your design. When you have finished allocating ports, click **Apply**.

The following figure shows the Target Platform Interface Table in a typical configuration. All ports have been allocated to a PCI Interface address or a single bit on the TTL I/O Connector.
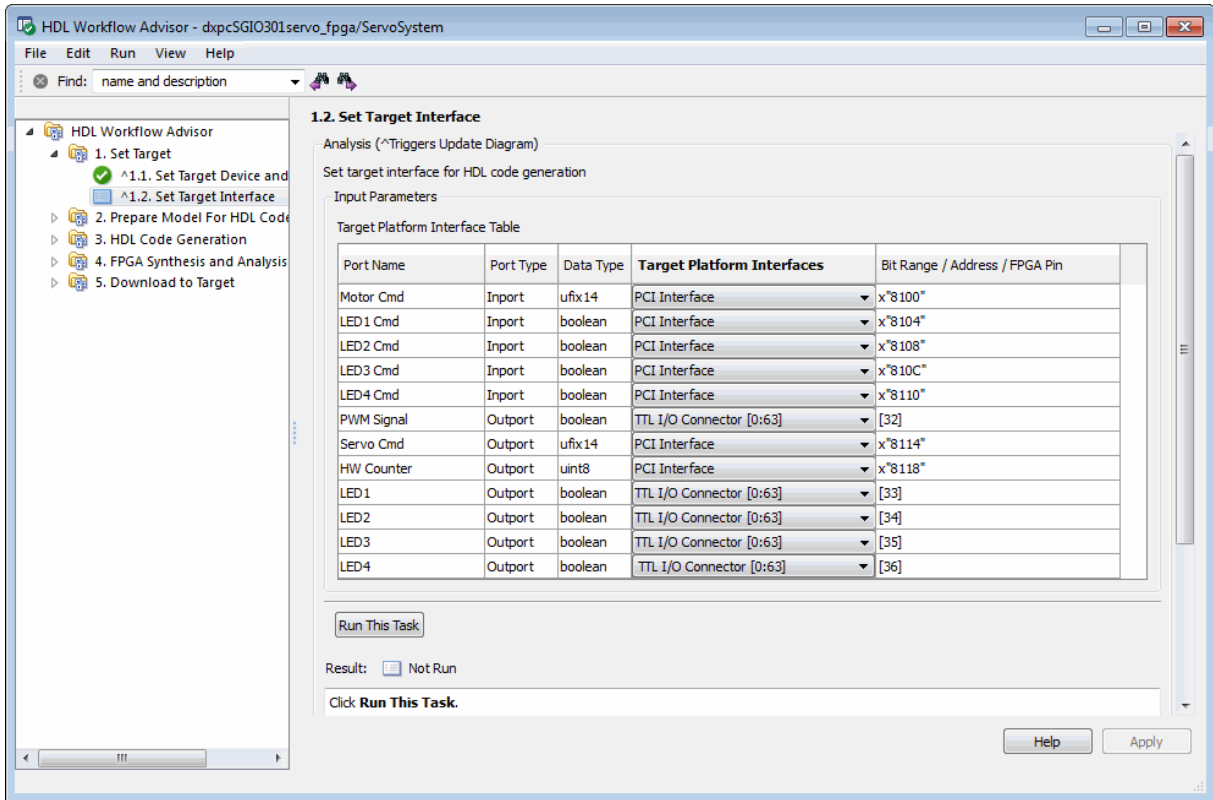
Caution   At least one port must be allocated to the target device. If all ports are left unallocated, the **Set Target Interface** task shows an error and terminates.

6 Click the **Run This Task** button. While the **Set Target Interface** task runs, the HDL Workflow Advisor displays a progress indicator.

7 After the **Set Target Interface** task completes, the HDL Workflow Advisor enables the next task in the hierarchy.
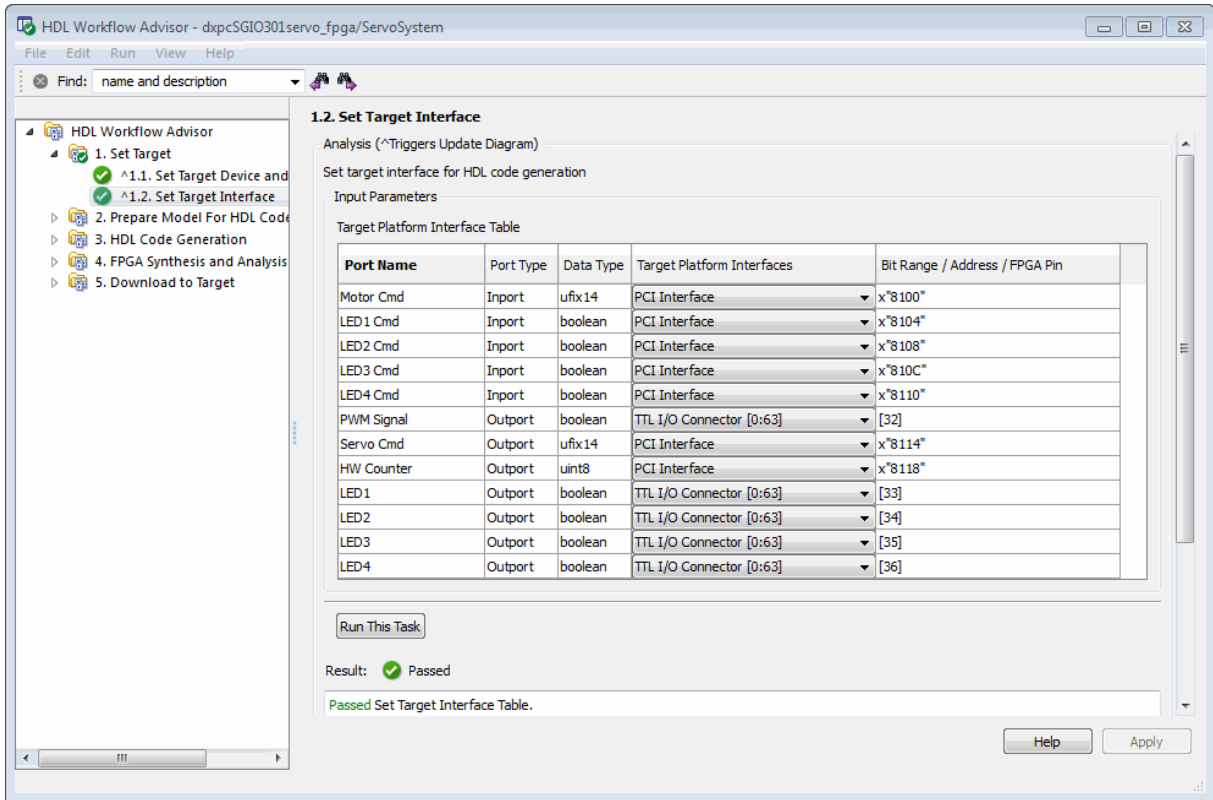
8 Proceed to the next task, "Code Generation, Synthesis, and Generation of xPC Target Interface Subsystem" on page 15-58

Code Generation, Synthesis, and Generation of xPC Target Interface Subsystem

After selecting the target device and configuring its port interface, you can let the HDL Workflow Advisor perform the next sequence of tasks automatically. These tasks include:

- **Prepare Model For HDL Code Generation**: Checking the model for HDL code generation compatibility.

- **HDL Code Generation**: Setting HDL-related options of the Configuration Parameters dialog and generating HDL code.

- **FPGA Synthesis and Analysis**: Executing synthesis and timing analysis in Xilinx ISE; back annotating the model with critical path information obtained during synthesis.

- **Download to Target** : Generating an FPGA programming file and a model that contains an xPC Target interface subsystem.

Tip The **Download to Target** tasks do not actually download anything to a target device. The purpose of these tasks is to create an interface subsystem that you can plug in to an xPC Target model.

To run this sequence of tasks automatically:

1 Open the **Download to Target** task group.

2 Right-click **Generate xPC Target interface** and select **Run to Selected Task**.
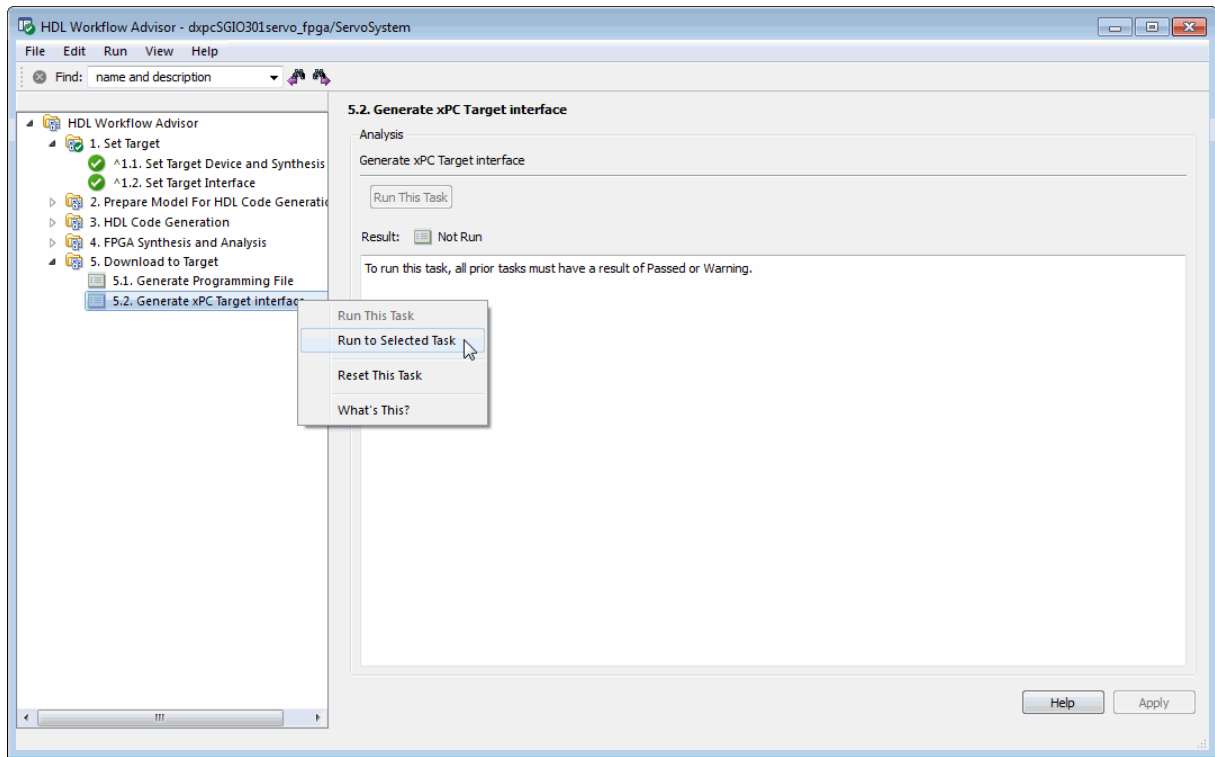
3 As the **Run to Selected Task** sequence executes, the HDL Workflow
Advisor displays a progress indicator for each task.

After the task sequence completes, the **Result** subpane appears as shown
in the following figure.
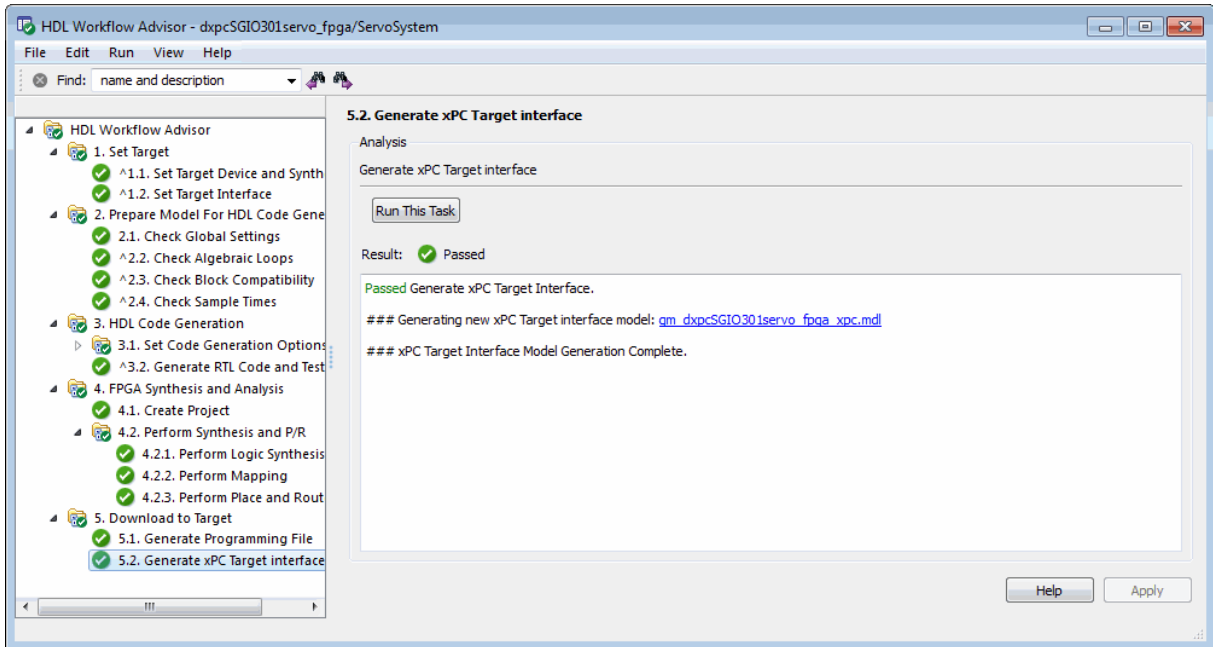
4 The **Result** pane displays a link to a generated model —
`gm_dxpcSGIO301servo_fpga_xpc.mdl`. Click the link to open the model.

5 The following figure shows the `gm_dxpcSGIO301servo_fpga_xpc` model.
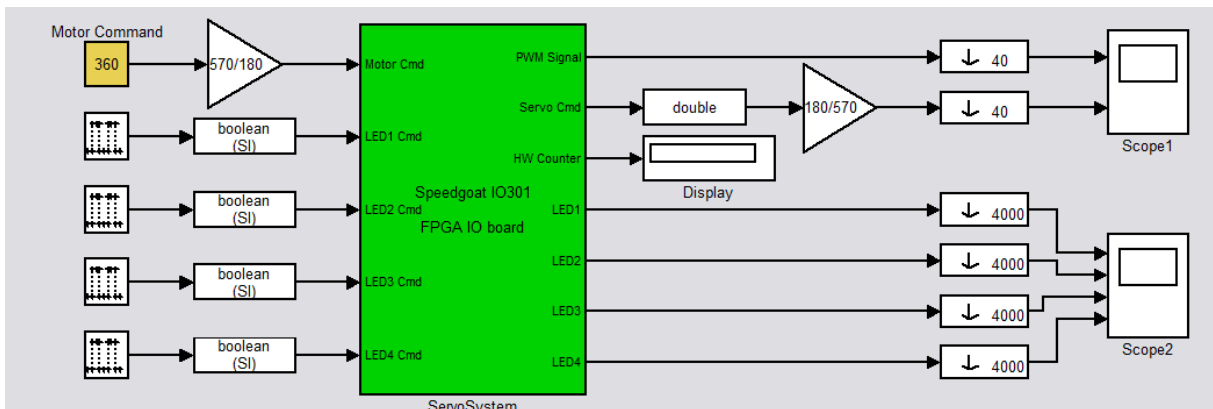
The model contains the xPC Target interface subsystem. This new subsystem replaces the DUT (`ServoSystem`) in the original model. It replaces the internals of the original DUT with an xPC Target FPGA block and other blocks to work with the algorithm on the FPGA.

6 Save the `gm_dxpcSGIO301servo_fpga_xpc` model.

7 To learn how to use the generated model with xPC Target, see "Working with FPGAs" in the xPC Target documentation.

Workflow for Xilinx FPGA Development Boards

In this section...

Example Model

The HDL Workflow Advisor supports a number of Xilinx FPGA development boards. For example, the mservo_uart_ML506 model is designed to work with a Xilinx Virtex-5 ML506 development board.
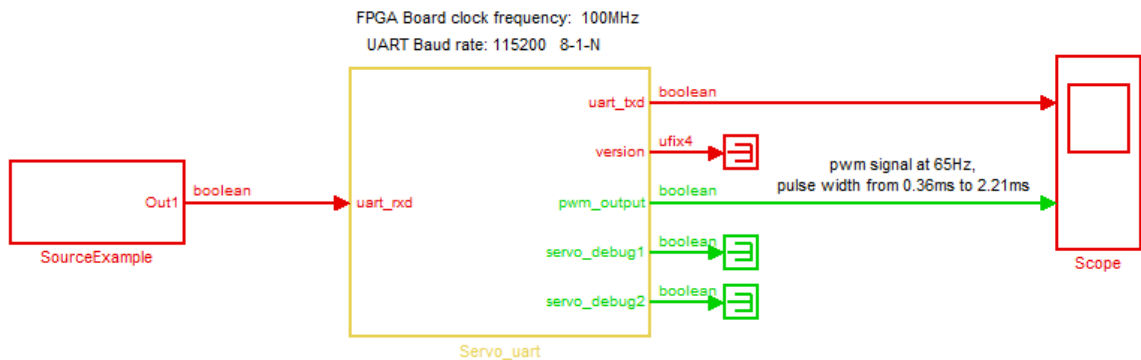
The Servo_uart subsystem receives commands through UART ports and generates a pulse-width modulation (PWM) waveform to control a servo motor.

The following sections use the mservo_uart_ML506 model to illustrate the typical HDL Workflow Advisor tasks required to generate and synthesize HDL code and then program a Xilinx FPGA development board.

Selecting the Target Device

Note Before selecting a Xilinx target device, see "HDL Workflow Advisor Compatibility with Third-Party Tools" on page 15-3

To select the Virtex-5 ML506 development board as the target device:

1 Open the model.

2 The Servo_uart subsystem is the device under test (DUT) for HDL code generation. From the Simulink **Tools** menu, select **HDL Code Generation > HDL Workflow Advisor**.

3 In the System Selector window, select the Servo_uart subsystem.
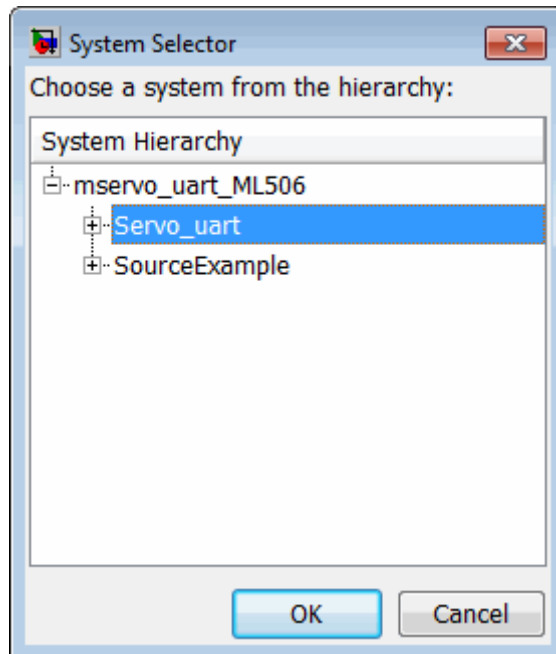
4 Click **OK**.

The HDL Workflow Advisor appears.

5 In the HDL Workflow Advisor, select the **Set Target Device and Synthesis Tool** task. The default target is the `Generic ASIC/FPGA Target`.
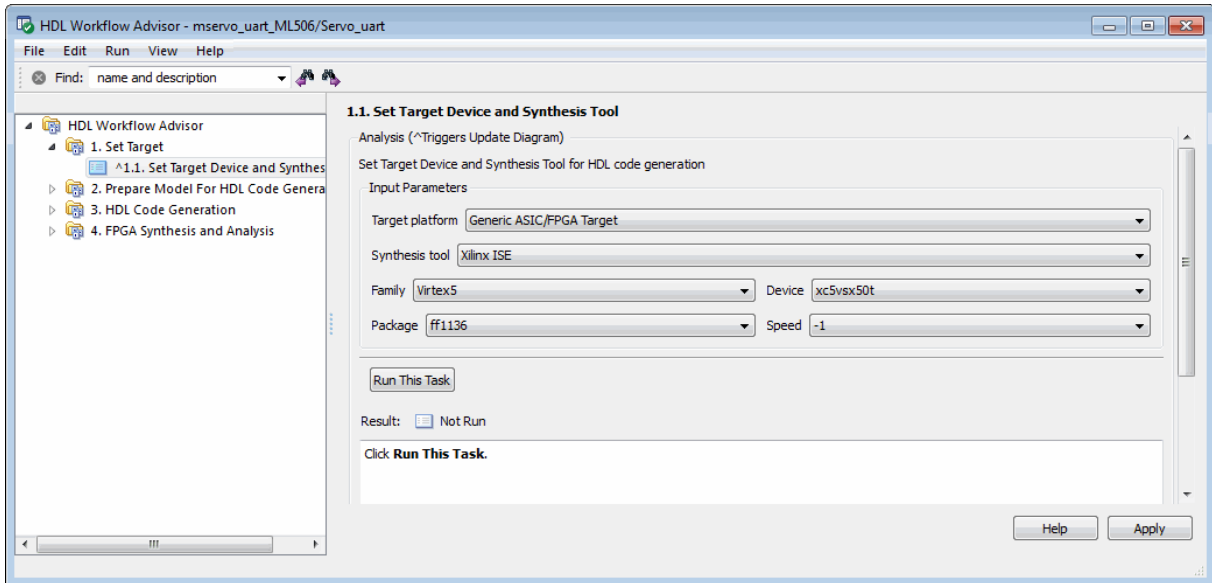
6 Select `Xilinx Virtex-5 ML506 development board` from the **Target platform** menu.
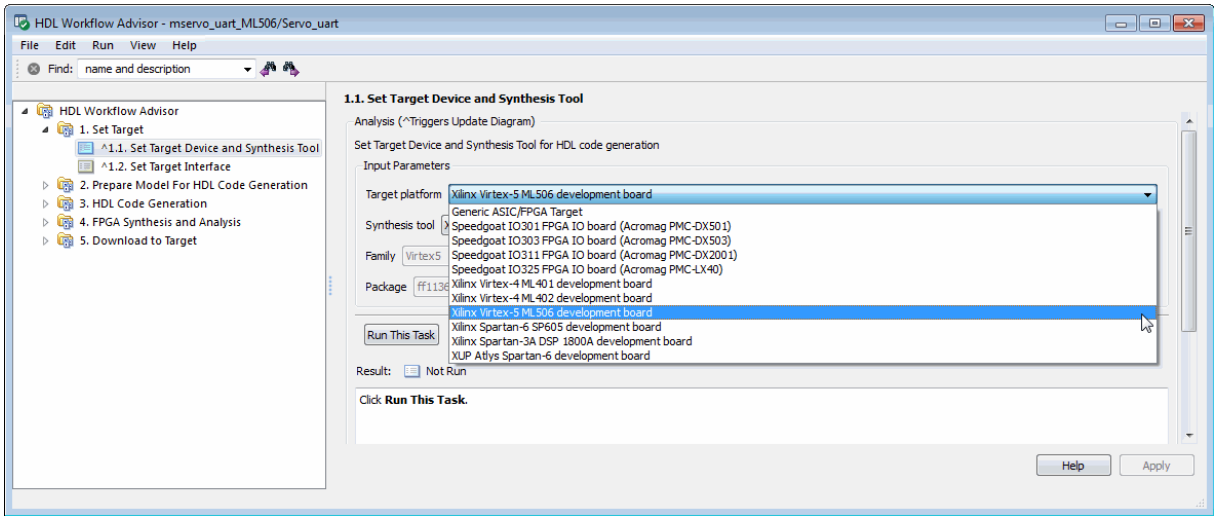
After you select the Xilinx Virtex-5 ML506 device, the HDL Workflow Advisor updates its display:
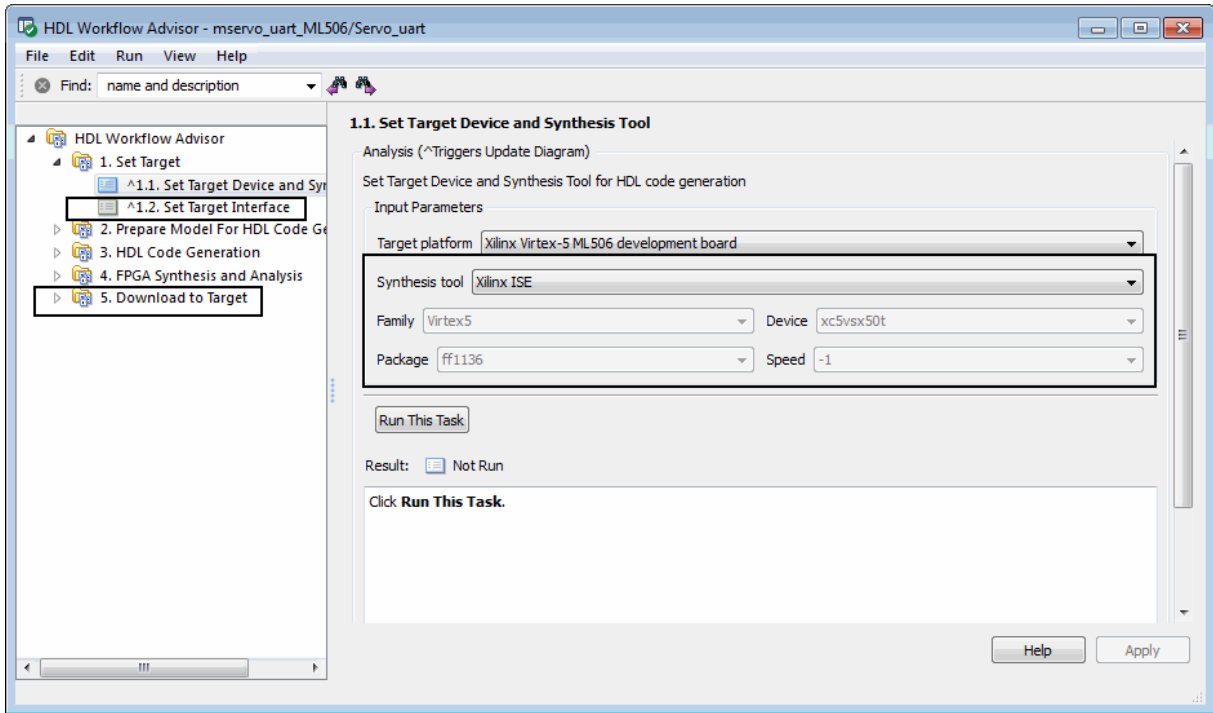
- The **Set Target Interface** and **Download to Target** tasks appear in the left pane.

- The selected **Synthesis tool** is Xilinx ISE.

- The other properties have values (in this case, read-only) that are appropriate for the target device.

7 Click the **Run This Task** button. While the **Set Target Device and Synthesis Tool** task runs, the HDL Workflow Advisor displays a progress indicator.

After the **Set Target Device and Synthesis Tool** task completes, the HDL Workflow Advisor enables the next task in the hierarchy, **Set Target Interface**. The following figure shows the HDL Workflow Advisor after completion of the **Set Target Device and Synthesis Tool** task.
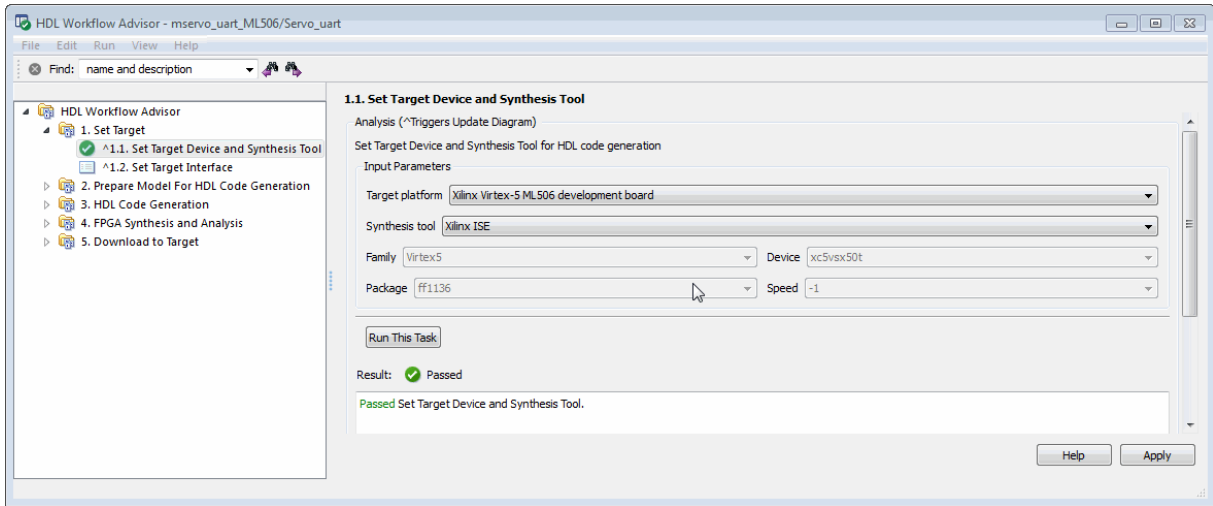
8 Proceed to the next task, "Setting the Target Interface" on page 15-68.

Setting the Target Interface

The **Set Target Interface** task lets you define how the inputs and outputs of the DUT map to the inputs and outputs of the selected target device.

To configure the target interface for the Xilinx Virtex-5 ML506 device:

1 Click the **Set Target Interface** task in the left pane of the HDL Workflow Advisor. The right pane displays the Target Platform Interface Table. The figure below shows the initial state of the Target Platform Interface Table.
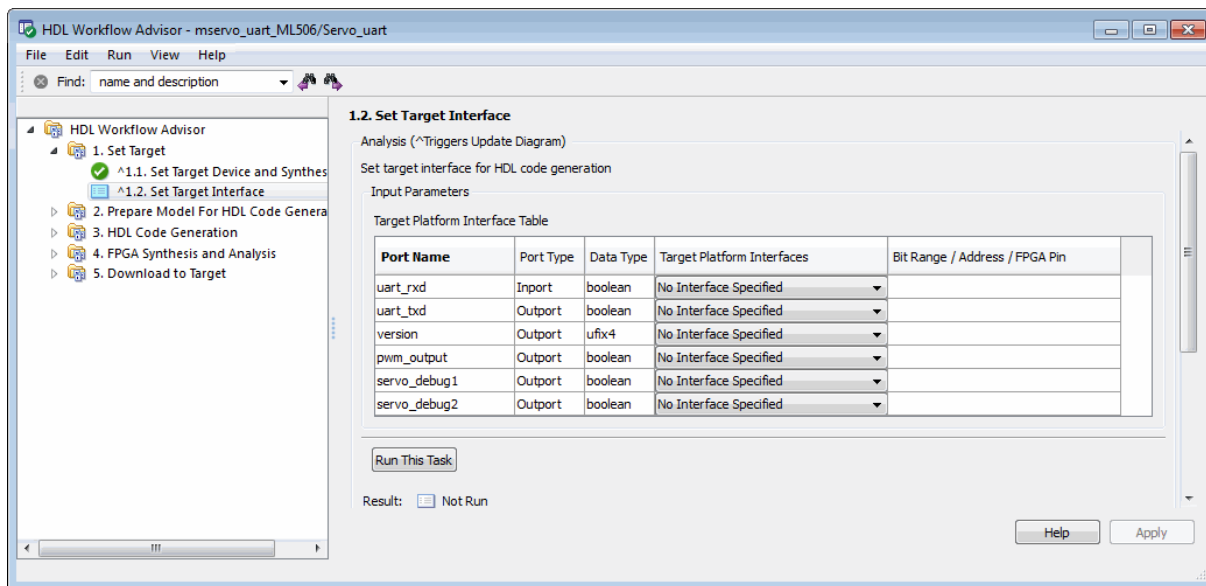
The HDL Workflow Advisor automatically enters information about each input or output port on the DUT into the following columns:

- **Port Name** (read-only): The name of the port on the DUT

- **Port Type** (read-only): Either `Inport` or `Outport`

- **Data Type** (read-only): The data type of the port

2 In the Target Platform Interface Table, click the **Target Platform Interfaces** column for a port that you want to allocate. The HDL Workflow Advisor shows a pulldown menu listing the available I/O resources for the target device. Initially, all ports are set to `No Interface Specified`, the default.

3 Select an option from the menu. For detailed information on each **Target Platform Interfaces** option, see the documentation for your Xilinx Virtex-5 ML506 development board. This example uses only the following options:

- `RS232 Serial Port Rx`

- `RS232 Serial Port Tx`

- `LEDs General Purpose [0 7]`

- `Expansion Headers J6 Pin 2 64 [0:31]`

Each port is allocated to a specified bit position [`b`] or range of bit positions [`lsb:msb`]. The width of the specification, in bits, must equal the width of the port on the DUT.

When you select any of these options, the HDL Workflow Advisor automatically allocates a bit range of the correct width. If you want to change a value entered by the HDL Workflow Advisor, double-click in the **Bit Range / Address / FPGA Pin** column and edit the value.

4 Continue allocating ports as required by your design. When you have finished allocating ports, click **Apply**.

The following figure shows the Target Platform Interface Table in a typical configuration.
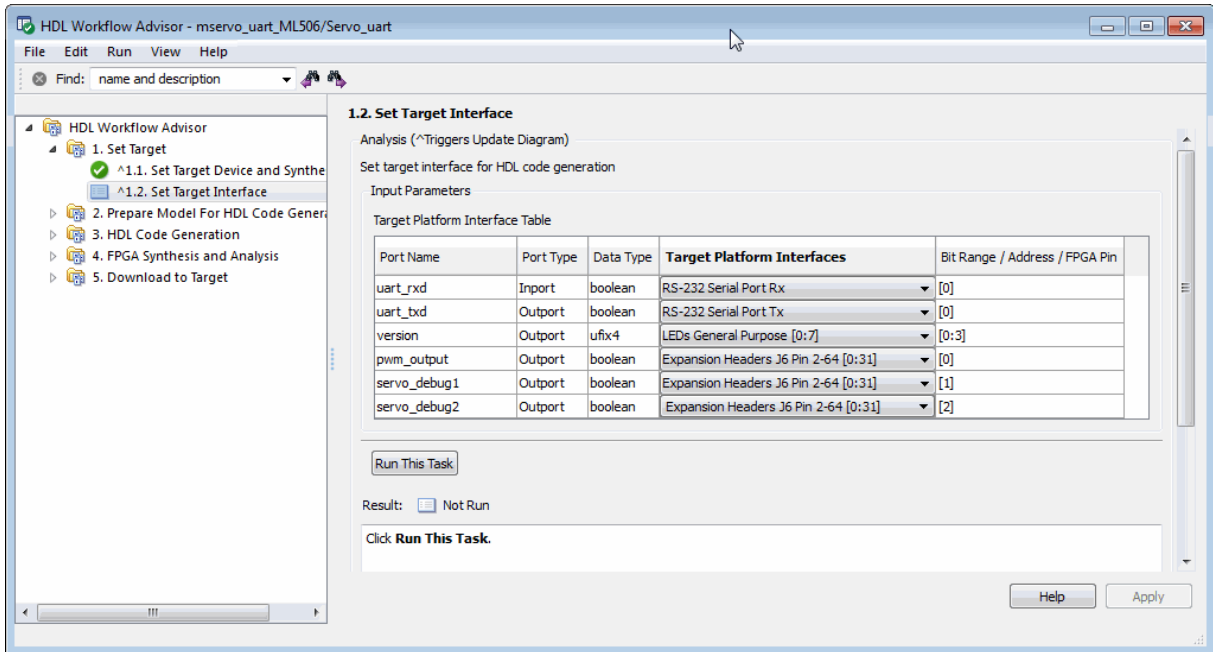
> **Caution**   At least one port must be allocated to the target device. If all ports are left unallocated, the **Set Target Interface** task displays an error and terminates.

5 Click the **Run This Task** button. While the **Set Target Interface** task runs, the HDL Workflow Advisor displays a progress indicator.

6 After the **Set Target Interface** task completes, the HDL Workflow Advisor enables the next task in the hierarchy.
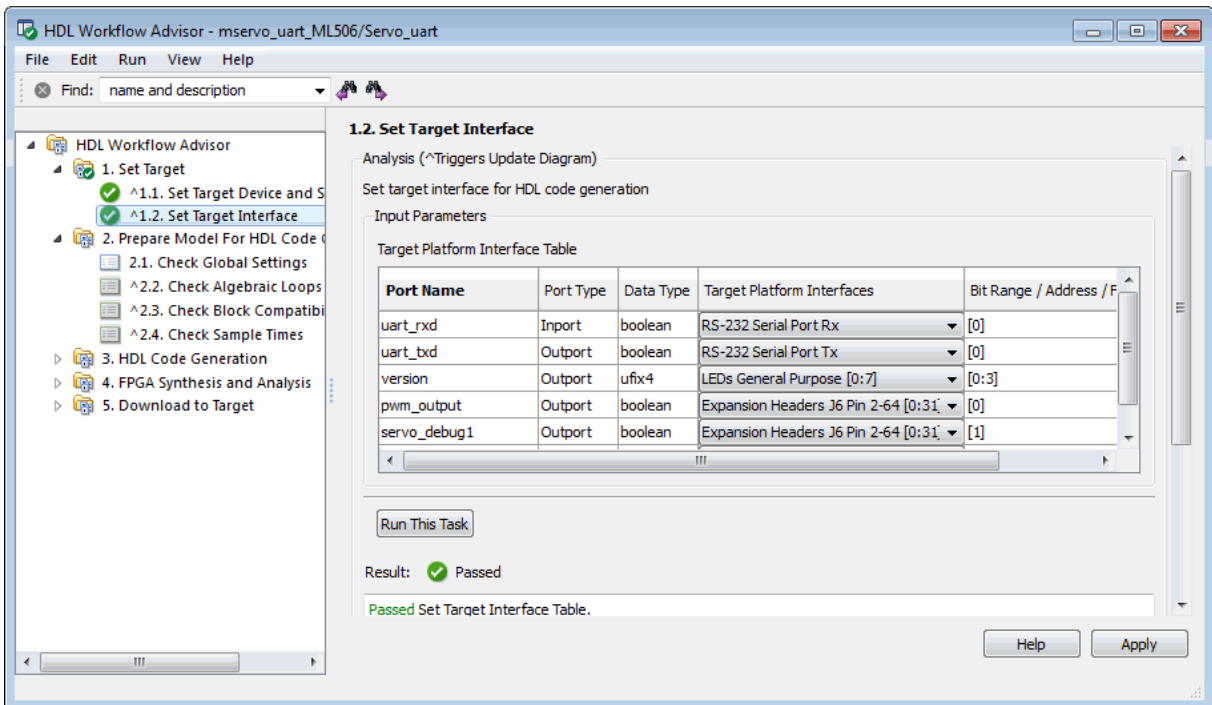
7 Proceed to the next task, "Code Generation, Synthesis, and Programming of Target Device" on page 15-72

Code Generation, Synthesis, and Programming of Target Device

After selecting the target device and configuring its port interface, you can let the HDL Workflow Advisor perform the next sequence of tasks automatically. These tasks include:

- **Prepare Model For HDL Code Generation**: Checking the model for HDL code generation compatibility.

- **HDL Code Generation**: Setting HDL-related options of the Configuration Parameters dialog and generating HDL code.

- **FPGA Synthesis and Analysis**: Executing synthesis and timing analysis in Xilinx ISE; back annotating the model with critical path information obtained during synthesis.

- **Download to Target** has two subtasks:

  - **Generate Programming File**: Generating an FPGA programming file.

  - **Program Target Device**: Downloading the programming file to the Xilinx Virtex-5 ML506 development board.

Tip Before executing the **Program Target Device** task, make sure that your host PC is properly connected to the Xilinx Virtex-5 ML506 development board via a JTAG programming cable.

To run this sequence of tasks automatically:

1 Open the **Download to Target** task group.

2 Right-click **Program Target device** and select **Run to Selected Task**.
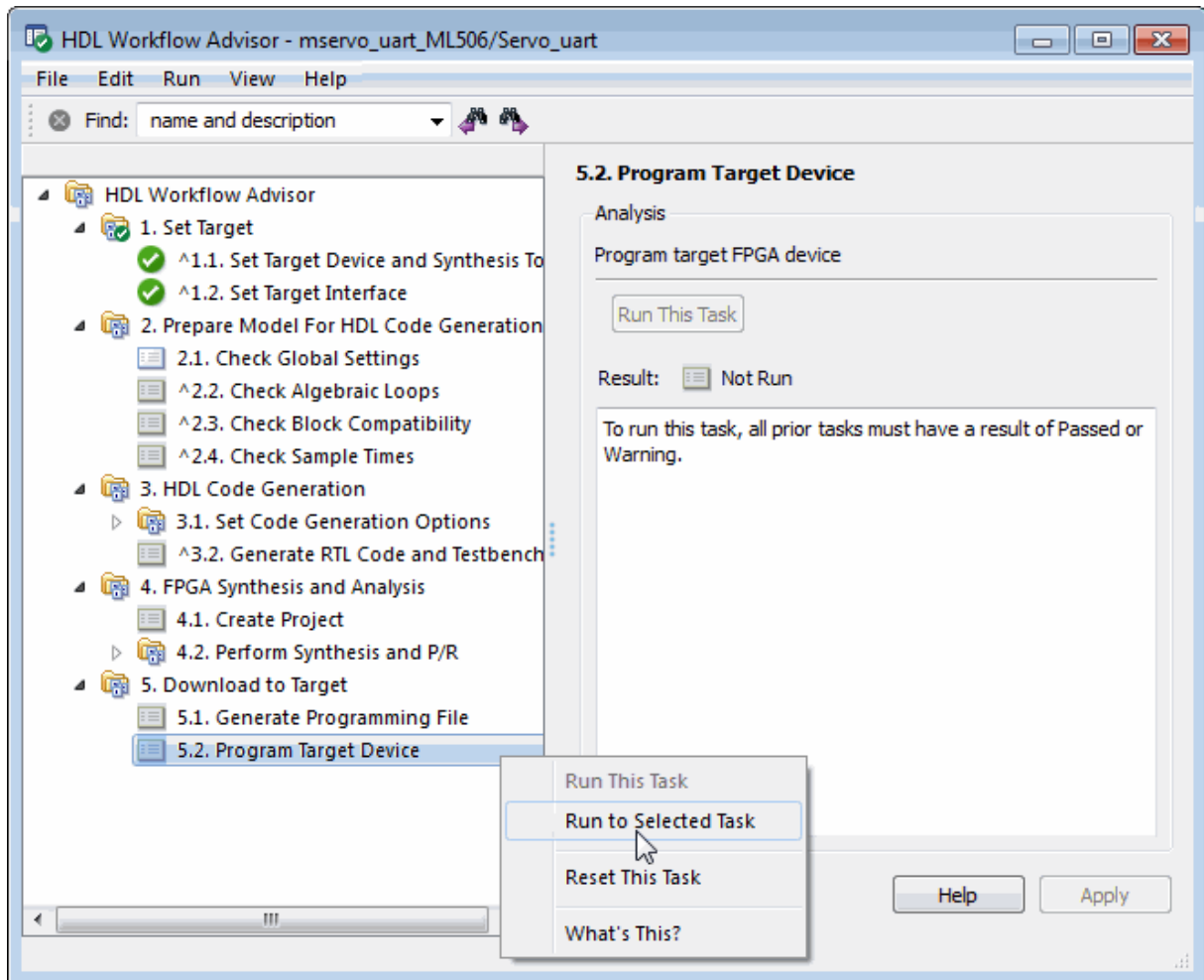
3 As the **Run to Selected Task** sequence executes, the HDL Workflow Advisor displays a progress indicator for each task.

4 The task sequence concludes by programming your target board with the generated programming file. If desired, you can then read the code generation and synthesis log files.

HDL Workflow Advisor Tasks

HDL Workflow Advisor Tasks

HDL Workflow Advisor Tasks Overview

The HDL Workflow Advisor is a tool that supports a suite of tasks covering all stages of the FPGA design process. Some tasks perform model validation or checking; others run the HDL code generator or third-party tools. Each folder at the top level of the HDL Workflow Advisor contains a group of related tasks that you can select and run:

- **Set Target**: The tasks in this category enable you to select the desired target device and map its I/O interface to the inputs and outputs of your model.

- **Prepare Model For HDL Code Generation**: The tasks in this category check your model for HDL code generation compatibility. The tasks also report on any model settings, blocks, or other conditions (such as algebraic loops) that would impede successful code generation, and provide advice on how to fix such problems.

- **HDL Code Generation**: This category supports all HDL-related options of the Configuration Parameters dialog, including setting all HDL code and test bench generation parameters, and generating code, test bench, or a cosimulation model.

- **FPGA Synthesis and Analysis**: The tasks in this category support:

  - Synthesis and timing analysis through integration with third-party synthesis tools

  - Back annotation of the model with critical path and other information obtained during synthesis

- **Download to Target**: The tasks in this category depend on the selected target device and might include:

  - Generation of a target-specific FPGA programming file

  - Programming the target device

  - Generation of a model that contains an xPC Target interface subsystem

16-3

See Also

- For summary information on each HDL Workflow Advisor folder or task, select the folder or task icon and then click the HDL Workflow Advisor **Help** button.

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Target Overview

The tasks in the **Set Target** folder enable you to select a target FPGA device and define the I/O interface to be generated for the device. The **Set Target** folder contains the following tasks:

• **Set Target Device and Synthesis Tool**: Select a target FPGA device and synthesis tools.

• **Set Target Interface**: Use the Target Platform Interface Table to assign each port on your DUT to an I/O resource on the target device.

See Also

• For summary information on each **Set Target** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

• For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Target Device and Synthesis Tool

Set Target Device and Synthesis Tool enables you to select an FPGA target device and an associated synthesis tool from a pulldown menu that lists all devices that HDL Workflow Advisor currently supports.

Description

This task displays the following options:

- **Target platform**: A pulldown menu that lists all devices the HDL Workflow Advisor currently supports.

- **Synthesis tool**: Selection of a target device determines the available choices for synthesis tool.

- Read-only properties that have values appropriate for the target device.

Dependencies

Setting **Target platform** to a target other than `Generic ASIC/FPGA Target` enables the following tasks:

- "Set Target Interface" on page 16-7
- Tasks in the **Download to Target** folder

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Target Interface

Set Target Interface displays properties of input and output ports on your model, and enables you to map these ports to I/O resources on the target device.

Description

Set Target Interface displays the Target Platform Interface Table, which shows:

- The name, port type (input or output), and data type for each port on your model

- A pulldown menu listing the available I/O resources for the target device

  These resources are device-specific. For detailed information on each resource, see the documentation for your FPGA development board.

Dependency

This task appears when you set **Target platform** to a target other than `Generic ASIC/FPGA Target`.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Prepare Model For HDL Code Generation Overview

The tasks in the **Prepare Model For HDL Code Generation** folder check the model for compatibility with HDL code generation. If a check encounters any condition that would raise a code generation warning or error, the right pane of the HDL Workflow Advisor displays information about the condition and how to fix it. The **Prepare Model For HDL Code Generation** folder contains the following checks:

- **Check Global Settings**: Check all model parameters for compatibility with HDL code generation.

- **Check Algebraic Loops**: Check the model for algebraic loops.

- **Check Block Compatibility**: Check that all blocks in the model support HDL code generation.

- **Check Sample Times**: Check that solver options, tasking mode, and rate transition diagnostic settings are correct, given the model's sample times.

See Also

- For summary information on each **Prepare Model For HDL Code Generation** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Check Global Settings

Check Global Settings checks model-wide parameter settings for HDL code generation compatibility.

Description

This check examines all model parameters for compatibility with HDL code generation and flags any condition that would raise an error or a warning during code generation. The HDL Workflow Advisor displays a table with the following information about each condition detected:

- *Block*: Hyperlink to the model configuration dialog page that contains the error or warning condition
- *Settings*: Name of the model parameter that caused the error or warning condition
- *Current*: Current value of the setting
- *Recommended*: Recommended value of the setting
- *Severity*: Severity level of the warning or error condition. Minimally, you should fix all settings that are tagged as `error`.

Tip

To set all reported settings to their recommended values, click the **Modify All** button. You can then run the check again and proceed to the next check.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Check Algebraic Loops

Detect algebraic loops in the model.

Description

The coder does not support HDL code generation for models in which algebraic loop conditions exist. **Check Algebraic Loops** examines the model and fails the check if it detects any algebraic loop. You should eliminate algebraic loops from your model before proceeding with further HDL Workflow Advisor checks or code generation.

See Also

• For information about algebraic loops, see "Algebraic Loops" in the Simulink documentation.

• For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Check Block Compatibility

Check the DUT for unsupported blocks.

Description

Check Block Compatibility checks all blocks within the DUT for compatibility with HDL code generation. The check fails if it encounters any blocks that the coder does not support. The HDL Workflow Advisor reports all incompatible blocks, including the full path to each block.

See Also

- See "Summary of Block Implementations" on page 5-3 for a complete list of supported blocks and their implementations.

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Check Sample Times

Check the solver, sample times, and tasking mode settings for the model.

Description

Check Sample Times checks the solver options, sample times, tasking mode, and rate transition diagnostics for HDL code generation compatibility. Solver options that the coder requires or recommends are:

- **Type**: Fixed-step. (The coder currently supports variable-step solvers under limited conditions. See `hdlsetup` for details.)

- **Solver**: Discrete (no continuous states). Other fixed-step solvers could be selected, but this option is usually the correct one for simulating discrete systems.

- **Tasking mode**: `SingleTasking`. The coder does not currently support models that execute in multitasking mode. Do not set **Tasking mode** to `Auto`.

- **Multitask rate transition** and **Single task rate transition** diagnostic options: set to `Error`.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

HDL Code Generation Overview

The tasks in the **HDL Code Generation** folder enable you to:

- Set and validate HDL code and test bench generation parameters. Almost all parameters of the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer are supported.

- Generate any or all of:

  - RTL code

  - RTL test bench

  - Cosimulation model

To run all tasks in the **HDL Code Generation** folder automatically, select the folder and click **Run to Failure**.

Tip After any task in this folder runs successfully, the coder updates the Configuration Parameters dialog box and the Model Explorer.

See Also

- For details on the options and parameters in the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer, see Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes".

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Code Generation Options Overview

The tasks in the **Set Code Generation Options** folder enable you to set and validate HDL code and test bench generation parameters. Each task of the **Set Code Generation Options** folder supports options of the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer. The tasks are:

- **Set Basic Options**: Set parameters that affect overall operation of code generation. See "HDL Code Generation Pane: General" on page 3-9 for information on each parameter.

- **Set Advanced Options**: Set parameters that specify detailed characteristics of the generated code, such as HDL element naming and whether certain optimizations apply. See "HDL Code Generation Pane: Global Settings" on page 3-21 for information on each parameter.

- **Set Testbench Options**: Set options that determine characteristics of generated test bench code. See "HDL Code Generation Pane: Test Bench" on page 3-67 for information on each parameter.

To run all tasks in the **Set Code Generation Options** folder automatically, select the folder and click **Run to Failure**.

See Also

- For details on the options and parameters of the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer, see Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes".

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Basic Options

Set parameters that affect overall operation of code generation.

Description

The **Set Basic Options** task sets options that are fundamental to HDL code generation. These options include selecting the DUT and selecting the target language. The basic options are the same as those found in the top-level **HDL Code Generation** pane of the Configuration Parameters dialog box, except that the **Code generation output** group is omitted.

See Also

- For details on the options and parameters in the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer, see Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes".

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Advanced Options

Set parameters that specify detailed characteristics of the generated code.

Description

The advanced options are the same as those found in the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box and the Model Explorer.

See Also

- For details on the options and parameters in the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer, see Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes".

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Set Testbench Options

Set options that determine characteristics of generated test bench code.

Description

The test bench options are the same as those found in the **HDL Code Generation > Test Bench** pane of the Configuration Parameters dialog box and the Model Explorer.

See Also

- For details on the options and parameters in the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer, see Chapter 3, "Code Generation Options in the Simulink® HDL Coder Dialog Boxes".

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Generate RTL Code and Testbench

Select and initiate generation of RTL code, RTL test bench, and cosimulation model.

Description

The **Generate RTL Code and Testbench** task enables you to choose what type of code or model you want to generate. You can select any combination of the following:

- **RTL code**: Generate RTL code in the target language.

- **RTL testbench**: Generate an RTL test bench in the target language.

- **Cosimulation model for use with**: Selecting this option enables the dropdown menu to the right of the check box. Select one of the following options from the menu:

  - `Mentor Graphics ModelSim`: This option is the default. If your installation includes EDA Simulator Link for use with Mentor Graphics ModelSim, the coder generates and opens a Simulink model that contains an HDL Cosimulation block for Mentor Graphics ModelSim.

  - `Cadence Incisive`: If your installation includes EDA Simulator Link for use with Cadence Incisive, the coder generates and opens a Simulink model that contains an HDL Cosimulation block for Cadence Incisive.

See Also

"Generating a Simulink Model for Cosimulation with an HDL Simulator" on page 11-20

FPGA Synthesis and Analysis Overview

Create projects for supported FPGA synthesis tools, perform FPGA synthesis, mapping, and place/route tasks, and annotate critical paths in the original model

Description

The tasks in the **FPGA Synthesis and Analysis** folder enable you to:

- Create FPGA synthesis projects for supported FPGA synthesis tools.

- Launch supported FPGA synthesis tools, using the project files to perform synthesis, mapping, and place/route tasks.

- Annotate your original model with critical path information obtained from the synthesis tools.

Note The current release requires Xilinx ISE 12.1 to perform the tasks in the **FPGA Synthesis and Analysis** folder.

The tasks are:

- **Create Project**
- **Perform Synthesis and P/R**
- **Annotate Model with Synthesis Result**

See Also

See also "Performing FPGA Synthesis and Analysis Tasks with Third-Party Tools" on page 15-34

Create Project

Create FPGA synthesis project for supported FPGA synthesis tool.

Description

This task creates a synthesis project for the selected synthesis tool and loads the project with the HDL code generated for your model.

You can select the desired FPGA family, device, package, and speed. You can also specify that the project contains custom HDL files in addition to the generated code.

When the project creation completes, the HDL Workflow Advisor displays a link to the project in the right pane. Click this link to view the project in the synthesis tool's project window.

Note The current release requires Xilinx ISE 12.1 to perform this task.

See Also

See also "Creating a Synthesis Project" on page 15-34

Perform Synthesis and P/R Overview

Launch supported FPGA synthesis tools to perform synthesis, mapping, and place/route tasks.

Description

The tasks in the **Perform Synthesis and P/R** folder enable you to:

- **Perform Logic Synthesis**: Launch supported FPGA synthesis tool and synthesize the generated HDL code.

- **Perform Mapping**: Launch supported FPGA synthesis tool and perform mapping and timing analysis.

- **Perform Place and Route**: Launch supported FPGA synthesis tool and perform place and route functions.

Note The current release requires Xilinx ISE 12.1 to perform these three tasks.

See Also

See also "Performing FPGA Synthesis and Analysis Tasks with Third-Party Tools" on page 15-34

Perform Logic Synthesis

Launch supported FPGA synthesis tool and synthesize the generated HDL code.

Description

The **Perform Logic Synthesis** task:

- Launches the synthesis tool in the background.

- Opens the previously generated synthesis project, compiles HDL code, synthesizes the design, and emits netlists and related files.

- Displays a synthesis log in the **Result** subpane.

See Also

See also "Performing Logic Synthesis" on page 15-37

Perform Mapping

Launches supported FPGA synthesis tool and maps the synthesized logic design to the target FPGA

Description

The **Perform Mapping** task:

- Launches the synthesis tool in the background.

- Runs a mapping process that maps the synthesized logic design to the target FPGA.

- Emits a circuit description file for use in the place and route phase.

- Displays a log in the **Result** subpane.

See Also

See also "Performing Mapping" on page 15-38

Perform Place and Route

Launches the synthesis tool in the background and runs a Place and Route process.

Description

The **Perform Place and Route** task:

- Launches the synthesis tool in the background.

- Runs a Place and Route process that takes the circuit description produced by the previous mapping process, and emits a circuit description suitable for programming an FPGA.

- Also emits pre- and post-routing timing information for use in critical path analysis and back annotation of your source model.

- Displays a log in the **Result** subpane.

Tips

If you select **Skip this task** , the HDL Workflow Advisor executes the workflow, but omits the **Perform Place and Route**, marking it `Passed`. You might want to select **Skip this task** if you prefer to do place and route work manually.

See Also

See also "Performing Place and Route" on page 15-39

Annotate Model with Synthesis Result

Analyzes pre- or post-routing timing information and visually highlights critical paths in your model

Description

The **Annotate Model with Synthesis Result** task helps you to identify critical paths in your model. At your option, the task analyzes pre- or post-routing timing information produced by the **Perform Place and Route** task, and visually highlights one or more critical paths in your model.

Input Parameters

Critical path source

Select `pre-route` or `post-route`.

Critical path number

You can annotate up to 3 critical paths. Select the number of paths you want to annotate.

Show all paths

Show all critical paths, including duplicate paths.

Show unique paths

Show only the first instance of any path that is duplicated.

Show delay data

Annotate the cumulative timing delay on each path.

Show ends only

Show the endpoints of each path, but omit the connecting signal lines.

Results and Recommended Actions

When the **Annotate Model with Synthesis Result** task runs to completion, the coder displays the DUT with critical path information highlighted.

See Also

"Annotating Your Model with Critical Path Information" on page 15-42

Download to Target Overview

The **Download to Target** folder supports the following tasks:

- **Generate Programming File**: Generate an FPGA programming file.

- **Program Target Device**: Download generated programming file to the target development board.

- **Generate xPC Target Interface** (for Speedgoat target devices only): Generate a model that contains an xPC Target interface subsystem.

See Also

- For summary information on each **Download to Target** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

- For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Generate Programming File

The **Generate Programming File** task generates an FPGA programming file that is compatible with the selected target device.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Program Target Device

The **Program Target Device** task downloads the generated FPGA programming file to the selected target device.

Before executing the **Program Target Device** task, make sure that your host PC is properly connected to the target development board via the required programming cable.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Generate xPC Target Interface

The **Generate xPC Target Interface** task generates a model containing an interface subsystem that you can plug in to an xPC Target model.

The naming convention for the generated model is:

```
gm_fpgamodelname_xpc.mdl
```

where `fpgamodelname` is the name of the original model.

See Also

For general information about the HDL Workflow Advisor, see Chapter 15, "Using the HDL Workflow Advisor".

Save and Restore HDL Workflow Advisor State

You can save the current settings of the HDL Workflow Advisor to a named *restore point*. At a later time, you can restore the same settings by loading the restore point data into the HDL Workflow Advisor.

See Also

For detailed information on how to create, save, and load a restore point, see "Saving and Restoring the HDL Workflow Advisor State" on page 15-22.

17

Code Generation Control Files

READ THIS FIRST: Control File Compatibility and Conversion Issues

In this section...
"Conversion From Use of Control Files Recommended" on page 17-2
"Detaching Existing Models From Control Files" on page 17-2
"Applying Control File Settings" on page 17-3
"Backwards Compatibility" on page 17-3

Conversion From Use of Control Files Recommended

As of release R2010b, the coder does not support the attachment of a control file to a new model. Instead, the coder now saves all non-default HDL-related model settings, block implementation selections and implementation parameter settings to the model itself. This eliminates the need to maintain a separate control file. Because the coder saves only the non-default parameter settings, the loading and saving of models is more efficient. The recommended practice is to discontinue use of control files and convert existing models. This simple process is described in the next section.

Detaching Existing Models From Control Files

If you have existing models with attached control files, you should convert them to the current format and remove control file linkage. To convert a model that has an attached control file:

1 Open the model. When the coder opens a model that has an attached control file, it loads and sets parameters as specified in the control file, and clears the control file linkage from the model. During this process, the coder displays the following messages:

```
Found HDL control file attached to the model 'test_model' ...
Loading control file 'test_model_control' ...
Successfully loaded control file 'test_model_control.m' ...
Please consider saving the model to make changes permanent ...
Detaching the HDL control file from the model...
```

2 Save the model. The model now preserves all non-default settings. The next time you open the model, the coder will not display any control file status messages.

Note that although the model is now detached from the control file, the control file itself is preserved so that you can apply it to other models if you wish.

Applying Control File Settings

The coder provides the `hdlapplycontrolfile` utility as a quick way to transfer HDL settings from existing models that have attached control files to other models. See `hdlapplycontrolfile` for further information.

Backwards Compatibility

For backward compatibility, the coder continues to support models that have attached control files.

Overview of Control Files

What Is a Control File?

Code generation control files (referred to in this document as *control files*) let you

- Save your model's HDL code generation options in a persistent form.

- Extend the HDL code generation process and direct its details.

You attach a control file to your model using either the `makehdl` command or the Configuration Parameters dialog box. You do not need to know any internal details of the code generation process to use a control file.

Control files support the following statement types:

- *Selection/action* statements provide a general framework for the application of different types of transformations to selected model components. Selection/action statements *select* a group of blocks within your model, and specify an *action* to be executed when code is generated for each block in the selected group.

    Selection criteria include block type and location within the model. For example, you might select all built-in Gain blocks at or below the level of a certain subsystem within your model.

    A typical action applied to such a group of blocks is to direct the code generator to execute a specific *block implementation method* when generating HDL code for the selected blocks. For example, for Gain blocks, you might choose a method that generates code that is optimized for speed or chip area.

- *Property setting* statements let you

- Select the model or subsystem from which code is to be generated.

- Set the values of code generation properties to be passed to the code generator. The properties and syntax are the same as those used for the `makehdl` command.

- Set up default or template HDL code generation settings for your organization.

Selectable Block Implementations and Implementation Parameters

Selection/action statements provide a general framework that lets you define how the coder acts upon selected model components. The current release supports one such action: execution of block implementation methods.

Block implementation methods are code generator components that emit HDL code for the blocks in a model. This document refers to block implementation methods as *block implementations* or simply *implementations*.

The coder provides at least one block implementation for every supported block . This is called the *default implementation*. In addition, the coder provides selectable alternate block implementations for certain block types. Each implementation is optimized for different characteristics, such as speed or chip area. For example, you can choose Gain block implementations that use canonic signed digit (CSD) techniques (reducing area), or use a default implementation that retains multipliers.

For many block implementations, you can set *implementation parameters* that provide a further level of control over how code is generated for a particular implementation. For example, most blocks support the `'OutputPipeline'` implementation parameter. This parameter lets you specify the generation of output pipeline stages for selected blocks by passing in the required pipeline depth as the parameter value.

See Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" for a complete summary of all supported blocks and their implementations and implementation parameters.

Implementation Mappings

Control files let you specify one or more *implementation mappings* that control how HDL code is to be generated for a specified group of blocks within the model. An implementation mapping is an association between a selected block or set of blocks within the model and a block implementation.

To select the set of blocks to be mapped to a block implementation, you specify

- A `modelscope`: a Simulink block path (which could incorporate an entire model or sublevel of the model, or a specific subsystem or block)

- A `blocktype`: a Simulink block type that corresponds to the selected block implementation

During code generation, each defined `modelscope` is searched for instances of the associated `blocktype`. For each such block instance encountered, the code generator uses the selected block implementation.

Structure of a Control File

The required elements for a code generation control file are as follows:

- A control file implements a single function, which is invoked during the code generation process.

  The function must instantiate a *code generation control object*, set its properties, and return the object to the code generator.

  Setting up a code generation control object requires the use of a small number of methods, as described in "Code Generation Control Objects and Methods" on page 17-9. You do not need to know internal details of the code generation control object or the class to which it belongs.

  You construct the object using the `hdlnewcontrol` function. The argument to `hdlnewcontrol` is the name of the control file itself. Use the `mfilename` function to pass in the file name, as shown in the following example.

  ```
  function c = dct8config
  c = hdlnewcontrol(mfilename);

  % Set target language for Verilog.
  c.set('TargetLanguage','Verilog');

  % Set top-level subsystem from which code is generated.
  c.generateHDLFor('dct8_fixed/OneD_DCT8');
  ```

- Following the constructor call, your code will invoke methods of the code generation control object. The previous example calls the `set` and `generateHDLFor` methods. These and all other public methods of the object are discussed in "Code Generation Control Objects and Methods" on page 17-9.

- Your control file must be attached to your model before code generation, as described in "Using Control Files in the Code Generation Process" on page 17-17. The interface between the code generator and your attached control file is automatic.

- A control file must be located in either the current working folder, or a folder that is in the MATLAB path.

However, your control files should not be located within the MATLAB tree because they could be overwritten by subsequent installations.

Code Generation Control Objects and Methods

Overview

Code generation control objects are instances of the class
`slhdlcoder.ConfigurationContainer`. This section describes the public
methods of that class that you can use in your control files. All other methods
of this class are for MathWorks internal development use only. The methods
are described in the following sections:

hdlnewcontrol

The `hdlnewcontrol` function constructs a code generation control object. The
syntax is

```
object = hdlnewcontrol(mfilename);
```

The argument to `hdlnewcontrol` is the name of the control file itself. Use the
`mfilename` function to pass in the file name string.

forEach

This method establishes an implementation mapping between an HDL block
implementation and a selected block or set of blocks within the model. The
syntax is

```
object.forEach({'modelscopes'}, ...
```

```
'blocktype', {'block_parms'}, ...
'implementation', {'implementation_parms'})
```

The forEach method selects a set of blocks (modelscopes) that is searched, during code generation, for instances of a specified type of block (blocktype). Code generation for each block instance encountered uses the HDL block implementation specified by the implementation parameter.

Note You can use the hdlnewforeach function to generate forEach method calls for insertion into your control files. See "Generating Selection/Action Statements with the hdlnewforeach Function" on page 17-19 for more information.

The following table summarizes the arguments to the forEach method.

Argument	Type	Description
block_parms	Cell array of strings	Reserved for future use. Pass in an empty cell array ({}) as a placeholder.

blocktype	String	Block specification that identifies the type of block that is to be mapped to the HDL block implementation. Block specification syntax is the same as that used in the add-block command. For built-in blocks, the blocktype is of the form
		
		`'built-in/blockname'`
		
		For other blocks, blocktype must include the full path to the library containing the block, for example:
		
		`'dsparch4/Digital Filter'`

Argument	Type	Description
implementation	String	The `implementation` string represents an HDL block implementation to be used in code generation for all blocks that meet the `modelscope` and `blocktype` search criteria. Every block has at least one implementation. "Summary of Block Implementations" on page 5-3 provides guidleines for specifying implementations, and lists supported blocks and their implementations.
implementation_parms	Cell array of p/v pairs	Cell array of property/value pairs that set code generation parameters for the block implementation specified by the `implementation` argument. Specify parameters as:`'Property', value` where `'Property'` is the name of the property and `value` is the value applied to the property. If the implementation has no parameters, or you want to use default parameters, pass in an empty cell array (`{}`). "Summary of Block Implementations" on page 5-3 describes the syntax of each parameter, and describes how the parameter affects generated code. "Summary of Block Implementations" on page 5-3 lists supported blocks and their implementations and parameters. You can use the `hdlnewforeach` function to obtain the parameter names for selected block(s) in a model. See "Specifying Block Implementations and Parameters in the Control File" on page 17-18.

Argument	Type	Description
`modelscopes`	String or cell array of strings	Strings defining one or more Simulink paths: `{'path1' 'path2'...'pathN'}` Each path defines a `modelscope`: a set of blocks that participate in an implementation mapping. The set of blocks in a `modelscope` could include the entire model, all blocks at a specified level of the model, or a specific block or subsystem. A path terminating in a wildcard (`'*'`) includes all blocks at or below the model level specified by the path. You can use the period (.) to represent the root-level model at the top of a modelscope, instead of explicitly coding the model name. For example: `'./subsyslevel/block'`. See also "Representation of the Root Model in modelscopes" on page 17-12 and "Resolution of modelscopes" on page 17-13.Syntax for `modelscope` paths is • `'model/*'`: all blocks in the model • `'model/subsyslevel/block'`: a specific block within a specific level of the model • `'model/subsyslevel/subsystem'`: a specific subsystem block within a specific level of the model • `'model/subsyslevel/*'`: any block within a specific model level

Representation of the Root Model in modelscopes

You can represent the root-level model at the top of a modelscope as:

• The full model name, as in the following listing:

```
cfg.forEach( 'aModel/Subsystem/MinMax', ...
    'built-in/MinMax', {}, ...
    'default');
```

If you explicitly code the model name in a modelscope, and then save the model under a different name, the control file becomes invalid because it

references the previous model name. It is then necessary to edit the control file and change all such modelscopes to reference the new model.

- The period (.) character, representing the current model as an abstraction, as in the following listing:

```
cfg.forEach( './Subsystem/MinMax', ...
    'built-in/MinMax', {}, ...
    'Cascade');
```

If you represent the model in this way, and then save the model under a different name, the control file does not require any change. Using the period to represent the root-level model makes the modelscope independent of the model name, and therefore more portable.

When you save HDL code generation settings to a control file, the period is used to represent the root-level model.

Resolution of modelscopes

A possible conflict exists in the forEach specifications in the following example:

```
% 1. Use default (multipliers)  Gain block implementation
% for one specific Gain block within OneD_DCT8 subsystem
c.forEach('./OneD_DCT8/Gain14',...
 'built-in/Gain', {},...
 'default', {});
% 2. Use factored CSD Gain optimization
% for all Gain blocks at or below level of OneD_DCT8 subsystem.
 c.forEach('./OneD_DCT8/*',...
 'built-in/Gain', {},...
  'default', {'ConstMultiplierOptimization','FCSD'});
```

The first forEach call defines an implementation mapping for a specific block within the subsystem OneD_DCT8. The second forEach call specifies a non-default implementation parameter ('ConstMultiplierOptimization') for all blocks within or below the subsystem OneD_DCT8.

The coder resolves such ambiguities by always giving higher priority to the more specific modelscope. In the example, the first modelscope is the more specific.

Five levels of modelscope priority from most specific (1) to least specific (5) are defined:

1 `A/B/C/block`

2 `A/B/C/*`

3 `A/B/*`

4 `*`

5 Unspecified. Use the default implementation.

forAll

This method is a shorthand form of forEach. Only one modelscope path is specified. The modelscope argument is specified as a string (not a cell array) and it is implicitly terminated with`/*`. The syntax is

```
object.forAll('modelscope', ...
         'blocktype', {'block_parms'}, ...
         'implementation', {'implementation_parms'})
```

All other arguments are the same as those described for "forEach" on page 17-9.

set

The set method sets one or more code generation properties. The syntax is

```
object.set('PropertyName', PropertyValue,...)
```

The argument list specifies one or more code generation options as property/value pairs. You can set any of the code generation properties documented in Chapter 18, "Properties — Alphabetical List", *except* the HDLControlFiles property.

Note If you specify the same property in both your control file and your `makehdl` command, the property will be set to the value specified in the control file.

Likewise, when generating code via the GUI, if you specify the same property in both your control file and the **HDL Coder** options panes, the property will be set to the value specified in the control file.

generateHDLFor

This method selects the model or subsystem from which code is to be generated. The syntax is

```
object.generateHDLFor('simulinkpath')
```

The argument is a string specifying the full path to the model or subsystem from which code is to be generated.

To make your control files more portable, you can represent the root-level model in the path as an abstraction, as in the following example:

```
function c = newforeachexamp
c = hdlnewcontrol(mfilename);

% Set top-level subsystem from which code is generated.
c.generateHDLFor('./symmetric_fir');
...
```

The above `generateHDLFor` call is valid for any model containing a subsystem named `symmetric_fir` at the root level.

Use of this method is optional. You can specify the same parameter in the **Generate HDL for** menu in the **HDL Coder** pane of the Configuration Parameters dialog box, or in a `makehdl` command.

hdlnewcontrolfile

The coder provides the `hdlnewcontrolfile` utility to help you construct code generation control files. Given a selection of one or more blocks from your model, `hdlnewcontrolfile` generates a control file containing `forEach` statements and comments providing information about all supported implementations and parameters, for all selected blocks. The generated control file is automatically opened in the MATLAB editor for further customization. See the `hdlnewcontrolfile` function reference page for details.

Using Control Files in the Code Generation Process

In this section...
"Where to Locate Your Control Files" on page 17-17
"Making Your Control Files More Portable" on page 17-17

Where to Locate Your Control Files

Before you create a control file or use a control file in code generation, be sure to observe the following requirements for the location of control files:

- A control file must be stored in a folder that is in the MATLAB path, or the current working folder.

- Do not locate a control file within the MATLAB tree, because it could be overwritten by subsequent MATLAB installations.

Making Your Control Files More Portable

It can be advantageous to code your control files so that they are independent of any particular model name. To do this, use the period (.) to represent the root-level model at the beginning of all modelscope paths. For example:

```
cfg.forEach( './Subsystem/MinMax', ...
    'built-in/MinMax', {}, ...
    'Cascade');
```

If you code modelscopes in this way, all modelscopes are interpreted as references to the current model, rather than as references to an explicitly named model. Therefore, you can save your model under a different name, and all references to the root-level model will be valid.

Specifying Block Implementations and Parameters in the Control File

In this section...
"Overview" on page 17-18
"Generating Selection/Action Statements with the hdlnewforeach Function" on page 17-19

Overview

The coder provides a default HDL block implementation for all supported blocks. In addition, the coder provides selectable alternate HDL block implementations for several block types. Using selection/action statements (forEach or forAll method calls) in a control file, you can specify the block implementation to be applied to all blocks of a given type (within a specific modelscope) during code generation. For many implementations, you can also pass in implementation parameters that provide additional control over code generation details.

You select HDL block implementations by specifying the implementation name as a string. Chapter 4, "Specifying Block Implementations and Parameters for HDL Code Generation" summarizes all supported blocks, their implementation names, and implementation parameters. Pass in the implementation name and implementation parameters (if any) to the implementation argument of a forEach or forAll call. The following example specifies the Tree implementation for all Sum blocks in a model, with 2 output pipeline stages.

```
config.forEach('*',...
 'built-in/Sum', {},...
 'Tree', {'OutputPipeline', 2});
```

Given the implementation name, the coder calls the appropriate code generation method. You do not need to know any internal details of the implementation classes.

Generating Selection/Action Statements with the hdlnewforeach Function

Determining the block path, type, implementation specification, and implementation parameters for a large number of blocks in a model can be time-consuming. Use the hdlnewforeach function to create selection/action statements in your control files. Given a selection of one or more blocks from your model, hdlnewforeach returns the following for each selected block, as string data in the MATLAB workspace:

- A forEach call coded with the correct modelscope , blocktype, and default implementation arguments for the block

- (Optional) A cell array of strings enumerating the available implementations for the block.

- (Optional) A cell array of strings enumerating the names of implementation parameters (if any) corresponding to the block implementations. hdlnewforeach does not list data types and other details of block implementation parameters. These details are described in "Block Implementation Parameters" on page 5-60.

Having generated this information, you can copy and paste the strings into your control file.

hdlnewforeach Example

This example uses hdlnewforeach to construct a forEach call that specifies generation of two output pipeline stages after the output of a selected Sum block within the sfir_fixed demo model. To create the control file:

1 In the MATLAB Command Window, select **File > New > Blank M-File**. The MATLAB Editor opens an empty file.

2 Create a skeletal control file by entering the following code into the MATLAB Editor window:

```
function c = newforeachexamp
c = hdlnewcontrol(mfilename);

% Set top-level subsystem from which code is generated.
c.generateHDLFor('sfir_fixed/symmetric_fir');
```

```
% INSERT FOREACH CALL BELOW THIS LINE.
```

3 Save the file as `newforeachexamp.m`.

4 Open the `sfir_fixed` demo model.

5 Close the `checkhdl` report window and activate the `sfir_fixed` model window.

6 In the `symmetric_fir` subsystem window, select the Add4 block, as shown in the following figure.
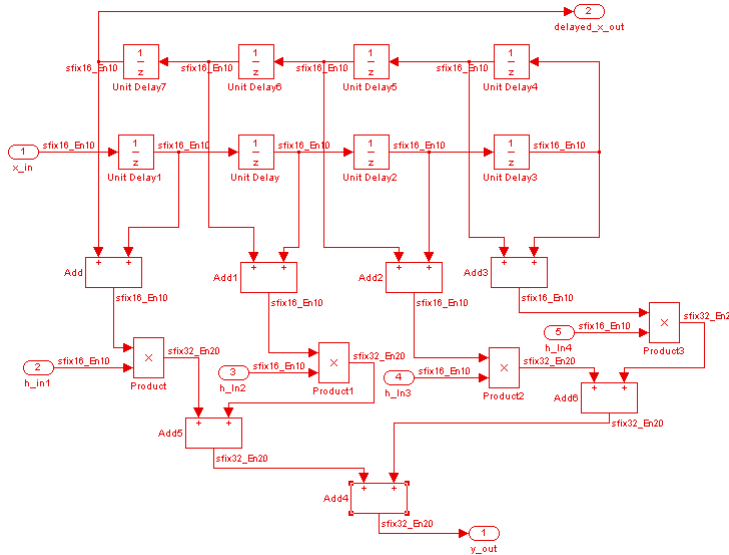
Now you are ready to generate a `forEach` call for the selected block:

1 Type the following command at the MATLAB prompt.

```
[cmd,impl,parms] = hdlnewforeach(gcb)
```

2 The command returns the following results:

```
c.forEach('./symmetric_fir/Add4',...
```

```
'built-in/Sum', {},...
'default', {}); % Default architecture is 'Linear'
```

```
impl =

    {3x1 cell}
```

```
parms =

    {1x2 cell}    {1x2 cell}    {1x2 cell}
```

The first return value, `cmd`, contains the generated `forEach` call. The `forEach` call specifies the default implementation for the Sum block, specified as `'default'`. Also by default, no parameters are passed in for this implementation.

3 The second return value, `impl`, is a cell array containing three strings representing the available implementations for the Sum block. The following example lists the contents of the `impl` array:

```
impl{1}

ans =

    'Linear'
    'Cascade'
    'Tree'
```

See the table Built-In/Sum on page 5-38 for information about these implementations.

4 The third return value, `parms`, is a cell array containing three strings that represent the available implementations parameters corresponding to the previously listed Sum block implementations. The following example lists the contents of the `parms` array:

```
parms{1:3}
```

```
ans =

    'InputPipeline'    'OutputPipeline'


ans =

    'InputPipeline'    'OutputPipeline'


ans =

    'InputPipeline'    'OutputPipeline'
```

This listing shows that each of the Sum block implementations has two parameters, `'InputPipeline'` and `'OutputPipeline'`. This indicates that parameter/value pairs of the form `{'OutputPipeline',val}` can be passed in with any of the Sum block implementations.

`hdlnewforeach` does not provide information about the data type, valid range, or other constraints on `val`. Some implementation parameters take numeric values, while others take strings. See "Block Implementation Parameters" on page 5-60 for details on implementation parameters.

5 Copy the three lines of `forEach` code from the MATLAB Command Window and paste them into the end of your `newforeachexamp.m` file:

```
% INSERT FOREACH CALL BELOW THIS LINE.
c.forEach('./symmetric_fir/Add4',...
 'built-in/Sum', {},...
 'default', {}); % Default architecture is 'Linear'
```

6 In this example, you will specify the default Sum block implementation for the `Add4` block, but with generation of two output pipeline stages before the final output. To do this, pass in the `'OutputPipeline'` parameter with a value of `2`. Modify the final line of the `forEach` call in your control file:

```
% INSERT FOREACH CALL BELOW THIS LINE.
c.forEach('./symmetric_fir/Add4',...
 'built-in/Sum', {},...
```

```
        'default', {'OutputPipeline', 2}); % Default architecture is 'Linear'
```

7 Save the control file.

8 The following code shows the complete control file:

```
function c = newforeachexamp
c = hdlnewcontrol(mfilename);



% Set top-level subsystem from which code is generated.
c.generateHDLFor('sfir_fixed/symmetric_fir');
% INSERT FOREACH CALLS HERE.
c.forEach('sfir_fixed/symmetric_fir/Add4',...
c.forEach('./symmetric_fir/Add4',...
 'built-in/Sum', {},...
 'default', {'OutputPipeline', 2}); % Default architecture is 'Linear'
```

Note For convenience, `hdlnewforeach` supports a more abbreviated syntax than that used in the previous example. See the `hdlnewforeach` reference page.

Generating Black Box Control Statements Using hdlnewblackbox

The `hdlnewblackbox` function provides a simple way to create the control file statements that are required to generate black box interfaces for one or more subsystems. `hdlnewblackbox` is similar to `hdlnewforeach`).

Given a selection of one or more subsystems from your model, `hdlnewblackbox` returns the following as string data in the MATLAB workspace for each selected subsystem:

- A `forEach` call coded with the correct `modelscope`, `blocktype`, and default implementation class (`SubsystemBlackBoxHDLInstantiation`) arguments for the block.

- (Optional) A cell array of strings enumerating the available implementations classes for the subsystem.

- (Optional) A cell array of cell arrays of strings enumerating the names of implementation parameters (if any) corresponding to the implementation classes. `hdlnewblackbox` does not list data types and other details of implementation parameters.

See `hdlnewblackbox` for the full syntax description of the function.

As an example, suppose that you want to generate black box control file statements for the subsystem `gencode` from the `subsystst` model. Using `hdlnewblackbox`, you can do this as follows:

1 Activate the `subsystst/top` subsystem window.

2 Select the subsystems for which you want to create control statements. In the following figure, `gencode` is selected.
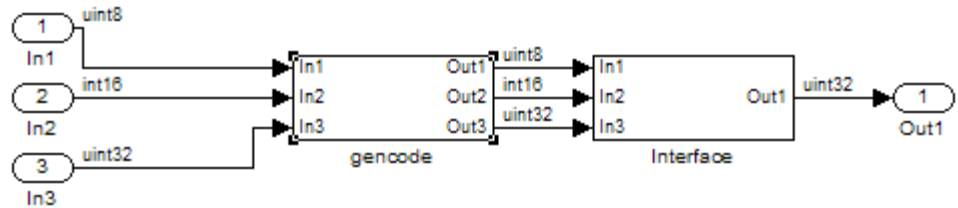
3 Deselect the `subsystst/top` subsystem.

4 Type the following command at the MATLAB prompt:

```
[cmd,impl,parms] = hdlnewblackbox
```

5 The command returns the following results:

```
cmd =

c.forEach('subsystst/top/gencode',...
 'built-in/SubSystem', {},...
 'BlackBox', {});




impl =

    {4x1 cell}


parms =

    {}    {1x11 cell}    {1x12 cell}    {1x11 cell}
```

The first return value, `cmd`, contains the generated `forEach` call. The `forEach` call specifies the default back box implementation for the subsystem blocks: `BlackBox`. Also by default, no parameters are passed in for this implementation.

6 The second return value, `impl`, is a cell array containing three strings listing available implementations for the Subsystem block. The following example lists the contents of the `impl` array:

```
>> impl{1}

ans =

    'hdldefaults.NoHDLEmission'
    'hdldefaults.SubsystemBlackBoxHDLInstantiation'
    'hdldefaults.XilinxBlackBoxHDLInstantiation'
    'hdldefaults.AlteraDSPBuilderBlackBox'
```

7 The third return value, `parms`, is a cell array containing strings that represent the available implementations parameters corresponding to the previously listed Subsystem block implementations. The parameters of interest in this case are those available for `BlackBox`. These are enumerated in `parms{2}`, as shown in the following listing:

```
parms{1}

ans =

  Columns 1 through 4

    'ClockInputPort' [1x20 char]    'ResetInputPort'    'AddClockPort'

  Columns 5 through 9

    'AddClockEnablePort' 'AddResetPort'    [1x20 char]    [1x20 char]    'EntityName'

  Columns 10 through 11

    'InputPipeline' 'OutputPipeline'
```

Implementation parameters for subsystems and other black box interface classes are described in "Customizing the Generated Interface" on page 11-43.

8 Having generated this information, you can now copy and paste the strings into a control file.

Properties — Alphabetical List

BalanceDelays

Purpose	Enable delay balancing

Settings

'on'

Enable delay balancing.

'off' (default)

Disable delay balancing.

Usage Notes

A common problem is that optimizations can introduce delays along the critical path in a model, but equivalent delays are not introduced on other, parallel signal paths. This can introduce differences in numerics between the original model and the generated model and HDL code. Manual insertion of compensating delays along the other paths is possible, but is error-prone and does not scale well to very large models with many signal paths.

To help you solve this problem, the coder supports *delay balancing*. When you enable delay balancing, if the coder detects introduction of new delays along one path, it ensures that matching delays are inserted on all other paths. When delay balancing is enabled, the coder guarantees that the generated model is functionally equivalent to the original model.

See Also

"Delay Balancing" on page 8-37

Purpose	Specify string to append to block labels used for HDL `GENERATE` statements
Settings	`'string'`
	Default: `'_gen'`
	Specify a postfix string to append to block labels used for HDL `GENERATE` statements.
See Also	`InstanceGenerateLabel`, `OutputGenerateLabel`

CastBeforeSum

Purpose   Enable or disable type casting of input values for addition and subtraction operations before execution of operation

Settings   'on' (default)

Typecast input values in addition and subtraction operations to the result type before operating on the values.

'off'

Preserve the types of input values during addition and subtraction operations and then convert the result to the result type.

See Also   InlineConfigurations, LoopUnrolling, SafeZeroConcat, UseAggregatesForConst, UseRisingEdge, UseVerilogTimescale

Purpose   Check model or subsystem for HDL code generation compatibility

Settings   `'on'`

Check the model or subsystem for HDL compatibility before generating code, and report any problems encountered. This is equivalent to executing the `checkhdl` function before calling `makehdl`.

`'off'` (default)

Do not check the model or subsystem for HDL compatibility before generating code.

See Also   `checkhdl`, `makehdl`

ClockEnableInputPort

Purpose   Name HDL port for model's clock enable input signals

Settings   `'string'`

Default: `'clk_enable'`

The string specifies the name for the model's clock enable input port.

If you override the default with (for example) the string `'filter_clock_enable'` for the generating subsystem `filter_subsys`, the generated entity declaration might look as follows:

```
ENTITY filter_subsys IS
   PORT( clk                : IN  std_logic;
         filter_clock_enable : IN  std_logic;
         reset              : IN  std_logic;
         filter_subsys_in   : IN  std_logic_vector (15 DOWNTO 0);
         filter_subsys_out  : OUT std_logic_vector (15 DOWNTO 0);
         );
END filter_subsys;
```

If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`. See `ReservedWordPostfix` for more information.

Usage Notes   The clock enable signal is asserted active high (1). Thus, the input value must be high for the generated entity's registers to be updated.

See Also   `ClockInputPort`, `InputType`, `OutputType`, `ResetInputPort`

Purpose   Specify name of clock enable output port

Settings   `'string'`

Default: `'ce_out'`

The string specifies the name for the generated clock enable output port.

A clock enable output is generated when the design requires one.

ClockHighTime

Purpose   Specify period, in nanoseconds, during which test bench drives clock
input signals high (1)

Settings   ns

Default: 5

The clock high time is expressed as a positive integer or double (with a
maximum of 6 significant digits after the decimal point).

The `ClockHighTime` and `ClockLowTime` properties define the period and
duty cycle for the clock signal. Using the defaults, the clock signal is a
square wave (50% duty cycle) with a period of 10 ns.

Usage Notes   The coder ignores this property if `ForceClock` is set to `'off'`.

See Also   `ClockLowTime`, `ForceClock`, `ForceClockEnable`, `ForceReset`, `HoldTime`

Purpose	Specify generation of single or multiple clock inputs
Settings	`'Single'` (Default)

Settings   `'Single'` (Default)

Generates a single clock input for the DUT. If the DUT is multirate, the input clock is the master clock rate, and a timing controller is synthesized to generate any additional clocks as necessary.

`'Multiple'`

Generates a unique clock for each Simulink rate in the DUT. The number of timing controllers generated depends on the contents of the DUT.

Usage Notes   The oversample factor must be 1 (default) to specify multiple clocks.

Example   The following example specifies the generation of multiple clocks.

```
makehdl(gcb, 'ClockInputs','Multiple');
```

ClockInputPort

Purpose   Name HDL port for model's clock input signals

Settings   `'string'`

Default: `'clk'`.

The string specifies the clock input port name.

If you override the default with (for example) the string `'filter_clock'` for the generated entity `my_filter`, the generated entity declaration might look as follows:

```
ENTITY my_filter IS
   PORT( filter_clock  : IN  std_logic;
         clk_enable    : IN  std_logic;
         reset         : IN  std_logic;
         my_filter_in  : IN  std_logic_vector (15 DOWNTO 0); -- sfix16_En15
         my_filter_out : OUT std_logic_vector (15 DOWNTO 0); -- sfix16_En15
         );
END my_filter;
```

If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`. See `ReservedWordPostfix` for more information.

See Also   `ClockEnableInputPort`, `InputType`, `OutputType`

Purpose   Specify period, in nanoseconds, during which test bench drives clock input signals low (0)

Settings   Default: 5

The clock low time is expressed as a positive integer or double (with a maximum of 6 significant digits after the decimal point).

The ClockHighTime and ClockLowTime properties define the period and duty cycle for the clock signal. Using the defaults, the clock signal is a square wave (50% duty cycle) with a period of 10 ns.

Usage Notes   The coder ignores this property if ForceClock is set to 'off'.

See Also   ClockHighTime, ForceClock, ForceClockEnable, ForceReset, HoldTime

ClockProcessPostfix

Purpose   Specify string to append to HDL clock process names

Settings   `'string'`

Default: `'_process'`.

The coder uses process blocks for register operations. The label for each of these blocks is derived from a register name and the postfix `_process`. For example, the coder derives the label `delay_pipeline_process` in the following block declaration from the register name `delay_pipeline` and the default postfix string `_process`:

```
delay_pipeline_process : PROCESS (clk, reset)
BEGIN
  .
  .
  .
```

See Also   `PackagePostfix`, `ReservedWordPostfix`

Purpose   Control production of generated code and display of generated model

Settings   `'string'`

Default: `'GenerateHDLCode'`

Generate code but do not display the generated model.

`'GenerateHDLCodeAndDisplayGeneratedModel'`

Generate both code and model, and display model when completed.

`'DisplayGeneratedModelOnly'`

Create and display generated model, but do not proceed to code generation.

See Also   "Defaults and Options for Generated Models" on page 9-10

ComplexImagPostfix

Purpose   Specify string to append to imaginary part of complex signal names

Settings   `'string'`

Default: `'_im'`.

See Also   `ComplexRealPostfix`

Purpose   Specify string to append to real part of complex signal names

Settings   `'string'`

Default: `'re'`.

See Also   `ComplexImagPostfix`

DateComment

Purpose   Specify whether or not to include time/date information in the generated HDL file header

Settings   'on' (default)

Include time/date information in the generated HDL file header.

```
-- ----------------------------------------------------
--
-- File Name: hdlsrc\symmetric_fir.vhd
-- Created: 2011-02-14 07:21:36
--
-- Generated by MATLAB 7.12 and Simulink HDL Coder 2.1
```

'off'

Omit time/date information in the generated HDL file header.

```
-- ----------------------------------------------------
--
-- File Name: hdlsrc\symmetric_fir.vhd
--
-- Generated by MATLAB 7.12 and Simulink HDL Coder 2.1
```

By omitting the time/date information in the file header, you can more easily determine if two HDL files contain identical code. You can also avoid extraneous revisions of the same file when checking in HDL files to a source code management (SCM) system.

Purpose   Enable or disable generation of script files for third-party tools

Settings   `'on'` (default)

Enable generation of script files.

`'off'`

Disable generation of script files.

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

EnablePrefix

Purpose   Specify base name string for internal clock enables in generated code

Settings   `'string'`

Default: `'enb'`

Specify the string used as the base name for internal clock enables and other flow control signals in generated code.

Usage Notes   Where only a single clock enable is generated, EnablePrefix specifies the signal name for the internal clock enable signal.

In some cases multiple clock enables are generated (for example, when a cascade block implementation for certain blocks is specified). In such cases, EnablePrefix specifies a base signal name for the first clock enable that is generated. For other clock enable signals, numeric tags are appended to EnablePrefix to form unique signal names. For example, the following code fragment illustrates two clock enables that were generated when EnablePrefix was set to `'test_clk_enable'`:

```
COMPONENT mysys_tc
    PORT( clk                   :   IN    std_logic;
          reset                 :   IN    std_logic;
          clk_enable            :   IN    std_logic;
          test_clk_enable       :   OUT   std_logic;
          test_clk_enable_5_1_0 :   OUT   std_logic
          );
    END COMPONENT;
```

Purpose   Specify string to append to duplicate VHDL entity or Verilog module names

Settings   `'string'`

Default: `'block'`

The specified postfix resolves duplicate VHDL entity or Verilog module names.

For example, if the coder detects two entities with the name `MyFilt`, the coder names the first entity `MyFilt` and the second instance `MyFilt_block`.

See Also   `PackagePostfix`, `ReservedWordPostfix`

ForceClock

Purpose   Specify whether test bench forces clock input signals

Settings   `'on'` (default)

Specify that the test bench forces the clock input signals. When this option is set, the clock high and low time settings control the clock waveform.

`'off'`

Specify that a user-defined external source forces the clock input signals.

See Also   `ClockLowTime`, `ClockHighTime`, `ForceClockEnable`, `ForceReset`, `HoldTime`

Purpose   Specify whether test bench forces clock enable input signals

Settings   `'on'` (default)

Specify that the test bench forces the clock enable input signals to active high (1) or active low (0), depending on the setting of the clock enable input value.

`'off'`

Specify that a user-defined external source forces the clock enable input signals.

See Also   `ClockHighTime`, `ClockLowTime`, `ForceClock`, `HoldTime`

ForceReset

Purpose   Specify whether test bench forces reset input signals

Settings   `'on'` (default)

Specify that the test bench forces the reset input signals. If you enable this option, you can also specify a hold time to control the timing of a reset.

`'off'`

Specify that a user-defined external source forces the reset input signals.

See Also   `ClockHighTime`, `ClockLowTime`, `ForceClock`, `HoldTime`

Purpose Generate model containing HDL Cosimulation block(s) for use in testing DUT

Settings `'on'`

If your installation includes one or more of the following HDL simulation features, the coder generates and opens a model that contains an HDL Cosimulation block for each:

- EDA Simulator Link for use with Mentor GraphicsModelSim

- EDA Simulator Link for use with Cadence Incisive

- EDA Simulator Link for use with Synopsys Discovery

> **Note** Support for Synopsys Discovery will be removed in a future release. The Discovery HDL Cosimulation block is supported in R2011a for backward compatibility only.

The coder configures the generated HDL Cosimulation blocks to conform to the port and data type interface of the DUT selected for code generation.. By connecting an HDL Cosimulation block to your model in place of the DUT, you can cosimulate your design with the desired simulator.

The coder appends the string (if any) specified by the `CosimLibPostfix` property to the names of the generated HDL Cosimulation blocks.

`'off'` (default)

Do not generate HDL Cosimulation blocks.

GenerateCoSimModel

Purpose   Generate model containing HDL Cosimulation block for use in testing DUT

Settings   `'ModelSim'` (default)

If your installation includes EDA Simulator Link for use with Mentor GraphicsModelSim, the coder generates and opens a Simulink model that contains an HDL Cosimulation block for Mentor GraphicsModelSim.

`'Incisive'`

If your installation includes EDA Simulator Link for use with Cadence Incisive, the coder generates and opens a Simulink model that contains an HDL Cosimulation block for Cadence Incisive.

See Also

Purpose   Specify name of generated model

Settings   `'string'`

By default, the name of a generated model is the same as that of the original model. Assign a string value to `Generatemodelname` to override the default.

See Also   "Defaults and Options for Generated Models" on page 9-10

Generatedmodelnameprefix

Purpose   Specify prefix to name of generated model

Settings   `'string'`

Default: `'gm_'`

The specified string is prepended to the sanme of the generated model.

See Also   "Defaults and Options for Generated Models" on page 9-10

Purpose   Generate validation model with HDL code

Settings   `'on'`

Generate a validation model that highlights generated delays and other differences between your original model and the generated model. A validation model is particularly use or for observing the effect of streaming, resource sharing, and delay balancing.

`'off'` (default)

Do not generate a validation model.

See Also   Chapter 8, "Streaming, Resource Sharing, and Delay Balancing"

HandleAtomicSubsystem

Purpose   Enable reusable code generation for identical atomic subsystems

Settings   `'on'` (default)

Generate reusable code for identical atomic subsystems.

`'off'`

Do not generate reusable code for identical atomic subsystems.

See Also   "Generating Reusable Code for Atomic Subsystems" on page 11-8

Purpose   Specify string written to initialization section of compilation script

Settings   `'string'`

Default: `'vlib work\n'`.

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLCompileTerm

Purpose   Specify string written to termination section of compilation script

Settings   `'string'`

The default is the null string (`' '`).

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Specify postfix string appended to file name for generated Mentor Graphics ModelSim compilation scripts

Settings   `'string'`

Default:`'_compile.do'`.

For example, if the name of the device under test or test bench is `my_design`, the coder adds the postfix `_compile.do` to form the name `my_design_compile.do`.

HDLCompileVerilogCmd

Purpose   Specify command string written to compilation script for Verilog files

Settings   `'string'`

Default: `'vlog %s %s\n'`.

The two arguments are the contents of the `'SimulatorFlags'` property and the file name of the current entity or module. To omit the flags, set `'SimulatorFlags'` to `''` (the default).

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Specify command string written to compilation script for VHDL files

Settings   `'string'`

Default: `'vcom %s %s\n'`.

The two arguments are the contents of the `'SimulatorFlags'` property and the file name of the current entity or module. To omit the flags, set `'SimulatorFlags'` to `''` (the default).

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLControlFiles

Purpose Attach code generation control file to model

Settings `{'string'}`

Pass in a cell array containing a string that specifies a control file to be attached to the current model. Defaults are

- File name extension: `.m`

- Location of file: the control file must be on the MATLAB path or in the current working folder. Therefore you need only specify the file name; do not specify path information.

  The following example specifies a control file, using the default for the file name extension.

  ```
  makehdl(gcb, 'HDLControlFiles', {'dct8config'});
  ```

  Specify a control file that is on the MATLAB path, or in the current working folder. If necessary, you should modify the MATLAB path such that the desired control file is on the path before generating code. Then attach the control file to the model.

Note The current release supports specification of a single control file.

Usage Notes To clear the property (so that no control file is invoked during code generation), pass in a cell array containing the null string, as in the following example:

```
makehdl(gcb,'HDLControlFiles',{''});
```

See Also For a detailed description of the structure and use of control files, see Chapter 17, "Code Generation Control Files".

Purpose   Specify postfix string appended to file name for generated mapping file

Settings   `'string'`

Default: `'_map.txt'`.

For example, if the name of the device under test is `my_design`, the coder adds the postfix `_map.txt` to form the name `my_design_map.txt`.

HDLSimCmd

Purpose   Specify simulation command written to simulation script

Settings   `'string'`

Default: `'vsim -novopt work.%s\n'`.

The implicit argument is the top-level module or entity name.

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Specify string written to initialization section of simulation script

Settings   `'string'`

The default string is

```
['onbreak resume\n',...
'onerror resume\n']
```

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLSimFilePostfix

Purpose   Specify postfix string appended to file name for generated Mentor Graphics ModelSim simulation scripts

Settings   `'string'`

Default: `_sim.do`.

For example, if the name of your test bench file is `my_design`, the coder adds the postfix `_sim.do` to form the name `my_design_tb_sim.do`.

Purpose   Specify string written to termination section of simulation script

Settings   `'string'`

Default: `'run -all\n'`.

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLSimViewWaveCmd

Purpose   Specify waveform viewing command written to simulation script

Settings   `'string'`

Default: `'add wave sim:%s\n'`

The implicit argument is the top-level module or entity name.

See Also   Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Specify command written to synthesis script

Settings   `'string'`

Default: none.

Your choice of synthesis tool (see `SynthToolOption`) sets the synthesis command string. The default string is a format string passed to `fprintf` to write the `Cmd` section of the synthesis script. The implicit argument is the top-level module or entity name. The content of the string is specific to the selected synthesis tool.

See Also   `SynthToolOption`, Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLSynthFilePostfix

Purpose Specify postfix string appended to file name for generated synthesis scripts

Settings `'string'`

Default: The value of `HDLSynthFilePostfix` normally defaults to a string that is appropriate to the synthesis tool specified by `SynthToolOption` (see `SynthToolOption`).

For example, if the value of `SynthToolOption` is `'Synplify'`, `HDLSynthFilePostfix` defaults to the string `'_synplify.tcl'`. Then, if the name of the device under test is `my_design`, the coder adds the postfix `_synplify.tcl` to form the synthesis script file name `my_design_synplify.tcl`.

See Also `SynthToolOption`, Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Specify string written to initialization section of synthesis script

Settings   `'string'`

Default: none

Your choice of synthesis tool (see `SynthToolOption`) sets the synthesis initialization string. The default string is a format string passed to `fprintf` to write the `Init` section of the synthesis script. The default string is a synthesis project creation command. The implicit argument is the top-level module or entity name. The content of the string is specific to the selected synthesis tool.

See Also   `SynthToolOption`, Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

HDLSynthTerm

Purpose　　　　Specify string written to termination section of synthesis script

Settings　　　　`'string'`

Default: none

Your choice of synthesis tool (see `SynthToolOption`) sets the synthesis termination string. The default string is a format string passed to `fprintf` to write the `Term` section of the synthesis script. The `Term` section takes no argumentThe content of the string is specific to the selected synthesis tool.

See Also　　　　`SynthToolOption`, Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

Purpose   Highlight ancestors of blocks in generated model that differ from original model

Settings   `'on'` (default)

Highlight blocks in a generated model that differ from the original model, and their ancestor (parent) blocks in the model hierarchy.

`'off'`

Highlight only the blocks in a generated model that differ from the original model without highlighting their ancestor (parent) blocks in the model hierarchy.

See Also   "Defaults and Options for Generated Models" on page 9-10

Highlightcolor

Purpose   Specify color for highlighted blocks in generated model

Settings   `'string'`

Default: `'cyan'`.

Specify the color as one of the following color string values:

- `'cyan'`
- `'yellow'`
- `'magenta'`
- `'red'`
- `'green'`
- `'blue'`
- `'white'`
- `'black'`

See Also   "Defaults and Options for Generated Models" on page 9-10

Purpose   Specify how long subrate signal values are held in valid state

Settings   `'on'` (default)

Data values for subrate signals are held in a valid state across `N` base-rate clock cycles, where `N` is the number of base-rate clock cycles that elapse per subrate sample period. (`N` is >= `2`.)

`'off'`

Data values for subrate signals are held in a valid state for only one base-rate clock cycle. For the subsequent base-rate cycles, data is in an unknown state (expressed as `'X'`) until leading edge of the next subrate sample period.

Usage Notes   In most cases, the default (`'on'`) is the correct setting for this property. This setting matches the behavior of a Simulink simulation, in which subrate signals are always held valid through each base-rate clock period.

In some cases (for example modeling memory or memory interfaces), it is desirable to set `HoldInputDataBetweenSamples` to `'off'`. In this way you can obtain diagnostic information about when data is in an invalid (`'X'`) state.

See Also   `HoldTime`, Chapter 6, "Generating HDL Code for Multirate Models"

HoldTime

Purpose   Specify hold time for input signals and forced reset input signals

Settings   ns

Default: 2

Specify the number of nanoseconds during which the model's data input signals and forced reset input signals are held past the clock rising edge.

The hold time is expressed as a positive integer or double (with a maximum of 6 significant digits after the decimal point).

This option applies to reset input signals only if forced resets are enabled.

Usage Notes The hold time is the amount of time that reset input signals and input data are held past the clock rising edge. The following figures show the application of a hold time (t_{hold}) for reset and data input signals when the signals are forced to active high and active low.
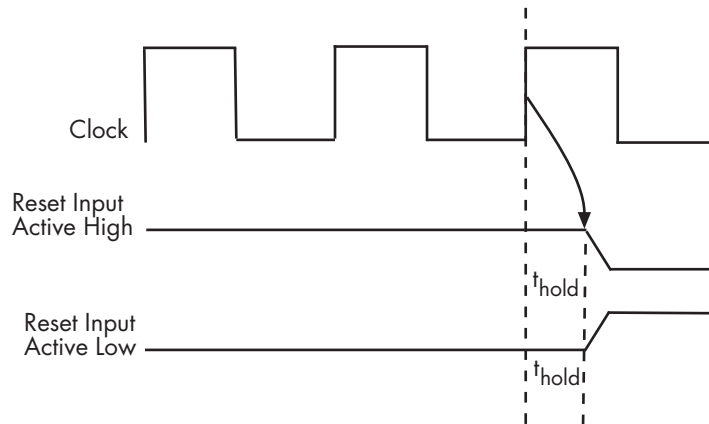
Hold Time for Reset Input Signals
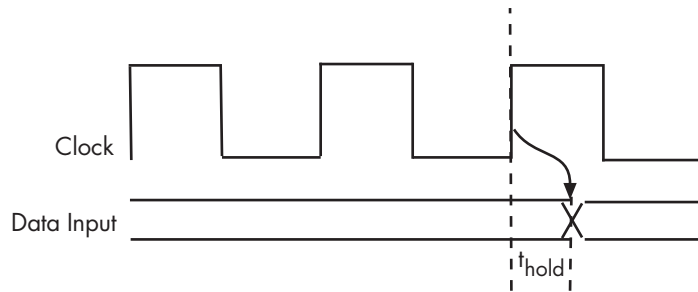
Hold Time for Data Input Signals

Note A reset signal is always asserted for two cycles plus t_{hold}.

See Also ClockHighTime, ClockLowTime, ForceClock

IgnoreDataChecking

Purpose   Specify number of samples during which output data checking is suppressed

Settings   N

Default: `0`.

N must be a positive integer.

When `N > 0`, the test bench suppresses output data checking for the first N output samples after the clock enable output (`ce_out`) is asserted.

Usage Notes   When using pipelined block implementations, output data may be in an invalid state for some number of samples. To avoid spurious test bench errors, determine this number and set `IgnoreDataChecking` accordingly.

Be careful to specify N correctly as a number of samples, not as a number of clock cycles. For a single-rate model, these are equivalent, but they are not equivalent for a multirate model.

You should use `IgnoreDataChecking` in cases where there is any state (register) initial condition in the HDL code that does not match the Simulink state, including the following specific cases:

- When you specify the `'DistributedPipelining','on'` parameter for the MATLAB Function block (see "Distributed Pipeline Insertion for MATLAB Function Blocks" on page 13-53).

- When you specify the `'ResetType','None'` parameter (see "ResetType" on page 5-90) for any of the following block types:

  - commcnvintrlv2/Convolutional Deinterleaver

  - commcnvintrlv2/Convolutional Interleaver

  - commcnvintrlv2/General Multiplexed Deinterleaver

  - commcnvintrlv2/General Multiplexed Interleaver

  - dspsigops/Delay

- simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled
- simulink/Commonly Used Blocks/Unit Delay
- simulink/Discrete/Integer Delay
- simulink/Discrete/Memory
- simulink/Discrete/Tapped Delay
- simulink/User-Defined Functions/MATLAB Function
- sflib/Chart
- sflib/Truth Table

- When generating a black box interface to existing manually-written HDL code.

InitializeBlockRAM

Purpose   Enable or suppress generation of initial signal value for RAM blocks

Settings   `'on'` (default)

For RAM blocks, generate initial values of all `'0'` bits for both the RAM signal and the output temporary signal.

`'off'`

For RAM blocks, do not generate initial values for either the RAM signal or the output temporary signal.

Usage Notes   This property applies to all types of RAM blocks in the `hdldemolib` library (see also "RAM Blocks" on page 7-4). The library provides three type of RAM blocks:

- Dual Port RAM
- Simple Dual Port RAM
- Single Port RAM

See Also

`IgnoreDataChecking`

Purpose   Specify initial value driven on test bench inputs before data is asserted to DUT

Settings   `'on'`

Initial value driven on test bench inputs is `'0'`.

`'off'` (default)

Initial value driven on test bench inputs is `'X'` (unknown).

InlineConfigurations

Purpose   Specify whether generated VHDL code includes inline configurations

Settings   `'on'` (default)

Include VHDL configurations in any file that instantiates a component.

`'off'`

Suppress the generation of configurations and require user-supplied external configurations. Use this setting if you are creating your own VHDL configuration files.

Usage Notes   VHDL configurations can be either inline with the rest of the VHDL code for an entity or external in separate VHDL source files. By default, the coder includes configurations for a model within the generated VHDL code. If you are creating your own VHDL configuration files, you should suppress the generation of inline configurations.

See Also   `LoopUnrolling`, `SafeZeroConcat`, `UseAggregatesForConst`, `UseRisingEdge`

Purpose	Specify HDL data type for model's input ports
Settings	Default (for VHDL):`'std_logic_vector'`

Settings Default (for VHDL):`'std_logic_vector'`

Specifies VHDL type STD_LOGIC_VECTOR for the model's input ports.

`'signed/unsigned'`

Specifies VHDL type SIGNED or UNSIGNED for the model's input ports.

`'wire'` (Verilog)

If the target language is Verilog, the data type for all ports is `wire`. This property is not modifiable in this case.

See Also ClockEnableInputPort, OutputType

InstanceGenerateLabel

Purpose   Specify string to append to instance section labels in VHDL `GENERATE` statements

Settings   `'string'`

Default: `'_gen'`

Specify a postfix string to append to instance section labels in VHDL `GENERATE` statements.

See Also   `BlockGenerateLabel`, `OutputGenerateLabel`

Purpose   Specify string appended to generated component instance names

Settings   `'string'`

Default: `''` (no postfix appended)

Specify a string to be appended to component instance names in generated code.

InstancePrefix

Purpose   Specify string prefixed to generated component instance names

Settings   `'string'`

Default: `'u_'`

Specify a string to be prefixed to component instance names in generated code.

Purpose   Specify whether VHDL FOR and GENERATE loops are unrolled and
                omitted from generated VHDL code

Settings   'on'

                Unroll and omit FOR and GENERATE loops from the generated VHDL code.

                In Verilog code, loops are always unrolled.

                If you are using an electronic design automation (EDA) tool that does
                not support GENERATE loops, you can enable this option to omit loops
                from your generated VHDL code.

                'off' (default)

                Include FOR and GENERATE loops in the generated VHDL code.

**Usage   The setting of this option does not affect results obtained from
Notes**   simulation or synthesis of generated VHDL code.

See Also   InlineConfigurations, SafeZeroConcat, UseAggregatesForConst,
                UseRisingEdge

MinimizeClockEnables

Purpose   Omit generation of clock enable logic for single-rate designs.

Settings   `'on'`

Omit generation of clock enable logic for single-rate designs, wherever possible (see "Usage Notes" on page 18-60). The following VHDL code example does not define or examine a clock enable signal. When the clock signal (`clk`) goes high, the current signal value is output.

```
Unit_Delay_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay_out1 <= to_signed(0, 32);
    ELSIF clk'EVENT AND clk = '1' THEN
      Unit_Delay_out1 <= In1_signed;
    END IF;
  END PROCESS Unit_Delay_process;
```

`'off'` (default)

Generate clock enable logic. The following VHDL code extract represents a register with a clock enable (`enb`)

```
Unit_Delay_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay_out1 <= to_signed(0, 32);
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' THEN
        Unit_Delay_out1 <= In1_signed;
      END IF;
    END IF;
  END PROCESS Unit_Delay_process;
```

Usage Notes   In some cases, the coder emits clock enables even when `MinimizeClockEnables` is `'on'`. These cases are:

• Registers inside Enabled, State-Enabled, and Triggered subsystems.

- Multi-rate models.
- The coder always emits clock enables for the following blocks:
  - commseqgen2/PN Sequence Generator
  - dspsigops/NCO
  - dspsrcs4/Sine Wave
  - hdldemolib/HDL FFT
  - built-in/DiscreteFir
  - dspmlti4/CIC Decimation
  - dspmlti4/CIC Interpolation
  - dspmlti4/FIR Decimation
  - dspmlti4/FIR Interpolation
  - dspadpt3/LMS Filter
  - dsparch4/Biquad Filter
  - dsparch4/Digital Filter

MinimizeIntermediateSignals

Purpose   Specify whether to optimize HDL code for debuggability or code coverage

Settings   `'on'`

Optimize for code coverage by minimizing intermediate signals. For example, suppose that the generated code with this setting *off* is:

```
const3 <= to_signed(24, 7);
subtractor_sub_cast <= resize(const3, 8);
subtractor_sub_cast_1 <= resize(delayout, 8);
subtractor_sub_temp <= subtractor_sub_cast - subtractor_sub_cast_1;
```

With this setting *on*, the output code is optimized to:

```
subtractor_sub_temp <= 24 - (resize(delayout, 8));
```

The intermediate signals const3, `subtractor_sub_cast`, and `subtractor_sub_cast_1` are removed.

`'off'` (default)

Optimize for debuggability by preserving intermediate signals.

Purpose   Generate text file that reports multicycle path constraint information, for use with synthesis tools.

Settings   `'on'`

Generate a multicycle path information file.

`'off'` (default)

Do not generate a multicycle path information file.

**Usage
Notes**   The file name for the multicycle path information file derives from the name of the DUT and the postfix string `'_constraints'`, as follows:

DUTname_constraints.txt

For example, if the DUT name is symmetric_fir, the name of the multicycle path information file is symmetric_fir_constraints.txt.

See Also   "Generating Multicycle Path Information Files" on page 6-15

MultifileTestBench

Purpose   Divide generated test bench into helper functions, data, and HDL test bench code files

Settings   `'on'`

Write separate files for test bench code, helper functions, and test bench data. The file names are derived from the name of the DUT, the `TestBenchPostfix` property, and the `TestBenchDataPostfix` property as follows:

DUTname_TestBenchPostfix_TestBenchDataPostfix

For example, if the DUT name is `symmetric_fir`, and the target language is VHDL, the default test bench file names are:

- `symmetric_fir_tb.vhd`: test bench code

- `symmetric_fir_tb_pkg.vhd`: helper functions package

- `symmetric_fir_tb_data.vhd`: data package

If the DUT name is `symmetric_fir` and the target language is Verilog, the default test bench file names are:

- `symmetric_fir_tb.v`: test bench code

- `symmetric_fir_tb_pkg.v`: helper functions package

- `symmetric_fir_tb_data.v`: test bench data

`'off'` (default)

Write a single test bench file containing all HDL test bench code and helper functions and test bench data.

See Also   `TestBenchPostFix`, `TestBenchDataPostFix`

Purpose   Display HTML optimization report

Settings   `'on'`

Create and display an HTML optimization report.

`'off'` (default)

Do not create an HTML optimization report.

See Also   "Creating and Using Code Generation Reports" on page 10-2

OptimizeTimingController

Purpose   Optimize timing controller entity for speed and code size by implementing separate counters per rate

Settings   `'on'` (default)

A timing controller code file is generated if required by the design, for example:

- When code is generated for a multirate model.
- When a cascade block implementation for certain blocks is specified.

This file contains a module defining timing signals (clock, reset, external clock enable inputs and clock enable output) in a separate entity or module. In a multirate model, the timing controller entity generates the required rates from a single master clock using one or more counters and multiple clock enables.

When `OptimizeTimingController` is set `'on'` (the default), the coder generates multiple counters (one counter for each rate in the model). The benefit of this optimization is that it generates faster logic, and the size of the generated code is usually much smaller.

`'off'`

When `OptimizeTimingController` is set `'off'`, the timing controller uses one counter to generate all rates in the model.

See Also   Chapter 6, "Generating HDL Code for Multirate Models", `EnablePrefix`, `TimingControllerPostfix`

OutputGenerateLabel

Purpose   Specify string that labels output assignment block for VHDL GENERATE
             statements

Settings   `'string'`

             Default: `'outputgen'`

             Specify a postfix string to append to output assignment block labels
             in VHDL GENERATE statements.

See Also   `BlockGenerateLabel`, `OutputGenerateLabel`

OutputType

Purpose   Specify HDL data type for model's output ports

Settings   `'Same as input data type'` (VHDL default)

`'std_logic_vector'`

Output ports have VHDL type STD_LOGIC_VECTOR.

`'signed/unsigned'`

Output ports have type SIGNED or UNSIGNED.

`'wire'` (Verilog)

If the target language is Verilog, the data type for all ports is `wire`. This property is not modifiable in this case.

See Also   ClockEnableInputPort, InputType

Purpose   Specify frequency of global oversampling clock as a multiple of the model's base rate

Settings   N

Default: 1.

N must be an integer greater than or equal to 0.

Oversampling specifies N, the *oversampling factor* of a global oversampling clock. The oversampling factor expresses the desired rate of the global oversampling clock as a multiple of your model's base rate.

When you specify an oversampling factor, the coder generates the global oversampling clock and derives the required timing signals from clock signal. Generation of the global oversampling clock affects only generated HDL code. The clock does not affect the simulation behavior of your model.

When you specify the oversampling factor for a global oversampling clock, note these requirements:

- The oversampling factor must be an integer greater than or equal to 1.

- The default value is 1. In the default case, the coder does not generate a global oversampling clock is generated.

- In a multi-rate DUT, all other rates in the DUT must divide evenly into the global oversampling rate..

See Also   "Generating a Global Oversampling Clock" on page 6-9

PackagePostfix

Purpose	Specify string to append to specified model or subsystem name to form name of package file
Settings	`'string'`
	Default: `'_pkg'`
	The coder applies this option only if a package file is required for the design.
See Also	`ClockProcessPostfix`, `EntityConflictPostfix`, `ReservedWordPostfix`

Purpose   Specify string to append to names of input or output pipeline registers
generated for pipelined block implementations

Settings   `'string'`

Default: `'_pipe'`

When you specify a generation of input and/or output pipeline registers
for selected blocks, the coder appends the string specified by the
PipelinePostfix property when generating code for such pipeline
registers.

For example, suppose you specify a pipelined output implementation for
a Product block in a model, as in the following code:

```
hdlset_param('sfir_fixed/symmetric_fir/Product','OutputPipeline', 2')
```

The following makehdl command specifies that the coder
appends`'testpipe'` to generated pipeline register names.

```
makehdl(gcs,'PipelinePostfix','testpipe');
```

The following excerpt from generated VHDL code shows process the
PROCESS code, with postfixed identifiers, that implements two pipeline
stages:

```
Product_outtestpipe_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Product_outtestpipe_reg <= (OTHERS => to_signed(0, 33));
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' THEN
        Product_outtestpipe_reg(0) <= Product_out1;
        Product_outtestpipe_reg(1) <= Product_outtestpipe_reg(0);
      END IF;
    END IF;
  END PROCESS Product_outtestpipe_process;
```

PipelinePostfix

See Also   "Block Implementation Parameters" on page 5-60, "InputPipeline" on page 5-84, "OutputPipeline" on page 5-85

Purpose   Enable or disable generation of hyperlinked requirements comments in HTML code generation reports

Settings   `'on'` (default)

If the model includes requirements comments, generate hyperlinked requirements comments within the HTML code generation report. The comments link to the corresponding requirements documents.

`'off'`

When generating an HTML code generation report, render requirements as comments within the generated code

See Also   "Creating and Using Code Generation Reports" on page 10-2, "Annotating Generated Code with Comments and Requirements" on page 10-27 , `Traceability`

ReservedWordPostfix

Purpose   Specify string appended to identifiers for entities, signals, constants, or other model elements that conflict with VHDL or Verilog reserved words

Settings   `'string'`

Default: `'_rsvd'`.

The reserved word postfix is applied identifiers (for entities, signals, constants, or other model elements) that conflict with VHDL or Verilog reserved words. For example, if your generating model contains a signal named mod, the coder adds the postfix _rsvd to form the name mod_rsvd.

See Also   `ClockProcessPostfix`, `EntityConflictPostfix`, `ReservedWordPostfix`

Purpose Specify asserted (active) level of reset input signal

Settings `'active-high'` (default)

Specify that the reset input signal must be driven high (1) to reset registers in the model. For example, the following code fragment checks whether reset is active high before populating the delay_pipeline register:

```
Delay_Pipeline_Process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    delay_pipeline(O TO 50) <= (OTHERS => (OTHERS => 'O'));
.
.
.
```

`'active-low'`

Specify that the reset input signal must be driven low (0) to reset registers in the model. For example, the following code fragment checks whether reset is active low before populating the delay_pipeline register:

```
Delay_Pipeline_Process : PROCESS (clk, reset)
BEGIN
  IF reset = 'O' THEN
    delay_pipeline(O TO 50) <= (OTHERS => (OTHERS => 'O'));
.
.
.
```

See Also ResetType

ResetInputPort

Purpose   Name HDL port for model's reset input

Settings   `'string'`

Default: `'reset'`.

The string specifies the name for the model's reset input port. If you override the default with (for example) the string `'chip_reset'` for the generating system `myfilter`, the generated entity declaration might look as follows:

```
ENTITY myfilter IS
  PORT( clk            : IN  std_logic;
        clk_enable     : IN  std_logic;
        chip_reset     : IN  std_logic;
        myfilter_in    : IN  std_logic_vector (15 DOWNTO 0);
        myfilter_out   : OUT std_logic_vector (15 DOWNTO 0);
        );
END myfilter;
```

If you specify a string that is a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`. See `ReservedWordPostfix` for more information.

Usage Notes   If the reset asserted level is set to active high, the reset input signal is asserted active high (1) and the input value must be high (1) for the entity's registers to be reset. If the reset asserted level is set to active low, the reset input signal is asserted active low (0) and the input value must be low (0) for the entity's registers to be reset.

See Also   `ClockEnableInputPort`, `InputType`, `OutputType`

Purpose   Define length of time (in clock cycles) during which reset is asserted

Settings   N

Default: 2.

N must be an integer greater than or equal to 0.

Resetlength defines N, the number of clock cycles during which reset is asserted. The following figure illustrates the default case, in which the reset signal (active-high) is asserted for 2 clock cycles.
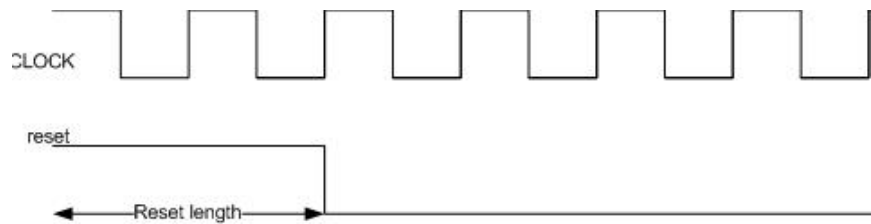
ResetType

Purpose   Specify whether to use asynchronous or synchronous reset logic when generating HDL code for registers

Settings   `'async'` (default)

Use asynchronous reset logic. The following process block, generated by a Unit Delay block, illustrates the use of asynchronous resets. When the reset signal is asserted, the process block performs a reset, without checking for a clock event.

```
Unit_Delay1_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay1_out1 <= (OTHERS => '0');
    ELSIF clk'event AND clk = '1' THEN
      IF clk_enable = '1' THEN
        Unit_Delay1_out1 <= signed(x_in);
      END IF;
    END IF;
  END PROCESS Unit_Delay1_process;
```

`'sync'`

Use synchronous reset logic. Code for a synchronous reset follows. The following process block, generated by a Unit Delay block, checks for a clock event, the rising edge, before performing a reset:

```
Unit_Delay1_process : PROCESS (clk)
  BEGIN
    IF rising_edge(clk) THEN
      IF reset = '1' THEN
        Unit_Delay1_out1 <= (OTHERS => '0');
      ELSIF clk_enable = '1' THEN
        Unit_Delay1_out1 <= signed(x_in);
      END IF;
    END IF;
```

```
END PROCESS Unit_Delay1_process;
```

See Also   ResetAssertedLevel

ResetValue

Purpose   Specify constant value to which test bench forces reset input signals

Settings   'active high' (default)

Specify that the test bench set the reset input signal to active high (1).

'active low'

Specify that the test bench set the reset input signal to active low (0).

Usage Notes   The setting for this option must match the setting of the reset asserted level specified for the test bench. The coder ignores the setting of this option if forced resets are disabled.

See Also   ForceReset, ResetType, ResetAssertedLevel

Purpose   Display HTML resource utilization report

Settings   `'on'`

Create and display an HTML resource utilization report (bill of materials).

`'off'` (default)

Do not create an HTML resource utilization report.

See Also   "Creating and Using Code Generation Reports" on page 10-2

SafeZeroConcat

Purpose   Specify syntax for concatenated zeros in generated VHDL code

Settings   `'on'` (default)

Use the type-safe syntax, `'0'` & `'0'`, for concatenated zeros. Typically, this syntax is preferred.

`'off'`

Use the syntax `"000000..."` for concatenated zeros. This syntax can be easier to read and is more compact, but it can lead to ambiguous types.

See Also   `LoopUnrolling`, `UseAggregatesForConst`, `UseRisingEdge`

Purpose   Flatten vector ports into structure of scalar ports in VHDL code

Settings   `'on'`

When generating code for a vector port, generate a structure of scalar ports

`'off'` (default)

Do not generate a structure of scalar ports for a vector port.

Usage Notes   The ScalarizePorts property lets you control how the coder generates VHDL code for vector ports.

For example, consider the subsystem vsum in the following figure.

By default, ScalarizePorts is `'off'`. The coder generates a type definition and port declaration for the vector port In1 like the following:

```
PACKAGE simplevectorsum_pkg IS
  TYPE vector_of_std_logic_vector16 IS ARRAY (NATURAL RANGE <>) OF std_logic_vector(15 DOWNTO 0);
  TYPE vector_of_signed16 IS ARRAY (NATURAL RANGE <>) OF signed(15 DOWNTO 0);
END simplevectorsum_pkg;
.
.
.
ENTITY vsum IS
  PORT( In1                              :   IN    vector_of_std_logic_vector16(0 TO 9);  -- int
        Out1                             :   OUT   std_logic_vector(19 DOWNTO 0)  -- sfix20
        );
```

ScalarizePorts

```
END vsum;
```

Under VHDL typing rules two types declared in this manner are not compatible across design units. This may cause problems if you need to interface two or more generated VHDL code modules.

You can flatten such a vector port into a structure of scalar ports by enabling ScalarizePorts in your makehdl command, as in the following example.

```
makehdl(gcs,'ScalarizePorts','on')
```

The listing below shows the generated ports.

```
ENTITY vsum IS
  PORT( In1_0              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_1              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_2              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_3              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_4              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_5              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_6              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_7              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_8              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        In1_9              :  IN   std_logic_vector(15 DOWNTO 0);  -- int16
        Out1               :  OUT  std_logic_vector(19 DOWNTO 0)   -- sfix20
        );
END vsum;
```

See Also   "Generating Interfaces for Referenced Models" on page 11-13

Purpose   Specify simulator flags to apply to generated compilation scripts

Settings   `'string'`

Default: `''`

Specify options that are specific to your application and the simulator you are using. For example, if you must use the 1076–1993 VHDL compiler, specify the flag `-93`.

Usage Notes   The flags you specify with this option are added to the compilation command in generated compilation scripts. The simulation command string is specified by the `HDLCompileVHDLCmd` or `HDLCompileVerilogCmd` properties.

SplitArchFilePostfix

Purpose	Specify string to append to specified name to form name of file containing model's VHDL architecture
Settings	`'string'`
	Default: `'_arch'`.
	This option applies only if you direct the coder to place the generated VHDL entity and architecture code in separate files.
Usage Notes	The option applies only if you direct the coder to place the filter's entity and architecture in separate files.
See Also	`SplitEntityArch`, `SplitEntityFilePostfix`

Purpose   Specify whether generated VHDL entity and architecture code is written to single VHDL file or to separate files

Settings   `'on'`

Write the generated VHDL code to a single file.

`'off'` (default)

Write the code for the generated VHDL entity and architecture to separate files.

The names of the entity and architecture files derive from the base file name (as specified by the generating model or subsystem name). By default, postfix strings identifying the file as an entity (`_entity`) or architecture (`_arch`) are appended to the base file name. You can override the default and specify your own postfix string.

For example, instead of all generated code residing in `MyFIR.vhd`, you can specify that the code reside in `MyFIR_entity.vhd` and `MyFIR_arch.vhd`.

Note This property is specific to VHDL code generation. It does not apply to Verilog code generation and should not be enabled when generating Verilog code.

See Also   `SplitArchFilePostfix`, `SplitEntityFilePostfix`

SplitEntityFilePostfix

Purpose	Specify string to append to specified model name to form name of generated VHDL entity file
Settings	`'string'`
	Default: `'_entity'`
	This option applies only if you direct the coder to place the generated VHDL entity and architecture code in separate files.
See Also	`SplitArchFilePostfix`, `SplitEntityArch`

Purpose   Select synthesis tool for which the coder generates scripts.

Settings   `'string'`

Default: `'none'`.

`SynthToolOption` enables or disables generation of scripts for third-party synthesis tools. By default, the coder does not generate a synthesis script. To generate a script for one of the supported synthesis tools, set `SynthToolOption` to one of the strings given in the following table.

Tip The value of `SynthToolOption` also sets the postfix string (`HDLSynthFilePostfix`) that the coder appends to generated synthesis script file names.

Choice of SynthToolOption Value...	Generates Script For...	Sets HDLSynthFilePostfix To...
`none`	N/A; script generation disabled	N/A
`'ISE'`	Xilinx ISE	`'_ise.tcl'`
`'Precision'`	Mentor Graphics Precision	`'_precision.tcl'`
`'Quartus'`	Altera Quartus II	`'_quartus.tcl'`
`'Synplify'`	Synopsys Synplify Pro	`'_synplify.tcl'`

See Also   `HDLSynthFilePostfix`, Chapter 14, "Generating Scripts for HDL Simulators and Synthesis Tools"

TargetDirectory

Purpose   Identify folder into which the coder writes generated output files.

Settings   `'string'`

Default: `'hdlsrc'`

Specify a subfolder under the current working folder into which the coder writes generated files. The string can specify a complete path name.

If the target folder does not exist, the coder creates it.

See Also   `VerilogFileExtension`, `VHDLFileExtension`

Purpose   Specify HDL language to use for generated code

Settings   'VHDL' (default)

Generate VHDL filter code.

'verilog'

Generate Verilog filter code.

TestBenchClockEnableDelay

Purpose
Define elapsed time (in clock cycles) between deassertion of reset and assertion of clock enable

Settings
N (integer number of clock cycles) Default: 1

The TestBenchClockEnableDelay property specifies a delay time N, expressed in base-rate clock cycles (the default value is 1) elapsed between the time the reset signal is deasserted and the time the clock enable signal is first asserted. TestBenchClockEnableDelay works in conjunction with the HoldTime property; After deassertion of reset, the clock enable goes high after a delay of N base-rate clock cycles plus the delay specified by HoldTime.

In the figure below, the reset signal (active-high) deasserts after the interval labelled Hold Time. The clock enable asserts after a further interval labelled Clock enable delay.
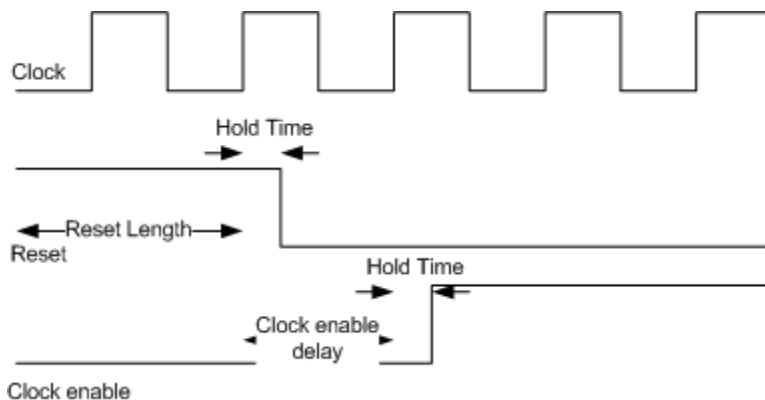
See Also
HoldTime, ResetLength

Purpose   Specify suffix added to test bench data file name when generating multi-file test bench

Settings   `'string'`

Default: `'_data'`.

The coder applies `TestBenchDataPostFix` only when generating a multi-file test bench (i.e. when `MultifileTestBench` is set `'on'`).

For example, if the name of your DUT is `my_test`, and `TestBenchPostFix` has the default value `_tb`, the coder adds the postfix `_data` to form the test bench data file name `my_test_tb_data`.

See Also   `MultifileTestBench`, `TestBenchPostFix`

TestBenchPostFix

Purpose	Specify suffix to test bench name
Settings	`'string'`
	Default: `'_tb'`.
	For example, if the name of your DUT is `my_test`, the coder adds the postfix `_tb` to form the name `my_test_tb`.
See Also	`MultifileTestBench`, `TestBenchDataPostFix`

Purpose   Specify suffix appended to DUT name to form timing controller name

Settings   `'string'`

Default: `'_tc'`.

A timing controller code file is generated if required by the design, for example:

• When code is generated for a multirate model.

• When a cascade block implementation for certain blocks is specified.

The timing controller name derives from the name of the subsystem that is selected for code generation (the DUT) as `DUTname+TimingControllerPostfix`. For example, if the name of your DUT is `my_test`, in the default case the coder adds the postfix `_tc` to form the timing controller name `my_test_tc`.

See Also   `OptimizeTimingController`, Chapter 6, "Generating HDL Code for Multirate Models"

TestBenchReferencePostFix

Purpose   Specify string appended to names of reference signals generated in test bench code

Settings   `'string'`

Default: `'_ref'`.

Reference signal data is represented as arrays in the generated test bench code. The string specified by `TestBenchReferencePostFix` is appended to the generated signal names.

Purpose	Enable or disable creation of HTML code generation report with code-to-model and model-to-code hyperlinks
Settings	`'on'` Create and display an HTML code generation report. `'off'` (default) Do not create an HTML code generation report.
Usage Notes	You can use the `RequirementComments` property to generate hyperlinked requirements comments within the HTML code generation report. The requirements comments link to the corresponding requirements documents for your model.
See Also	"Creating and Using Code Generation Reports" on page 10-2, "Annotating Generated Code with Comments and Requirements" on page 10-27 , `RequirementComments`

UseAggregatesForConst

Purpose   Specify whether all constants are represented by aggregates, including constants that are less than 32 bits

Settings   `'on'`

Specify that all constants, including constants that are less than 32 bits, be represented by aggregates. The following VHDL code show a scalar less than 32 bits represented as an aggregate:

```
GainFactor_gainparam <= (14 => '1',  OTHERS => '0');
```

`'off'` (default)

Specify that the coder represent constants less than 32 bits as scalars and constants greater than or equal to 32 bits as aggregates. The following VHDL code was generated by default for a value less than 32 bits:

```
GainFactor_gainparam <= to_signed(16384, 16);
```

See Also   `LoopUnrolling`, `SafeZeroConcat`, `UseRisingEdge`

Purpose   Specify comment line in header of generated HDL and test bench files

Settings   `'string'`

The comment is generated in each of the generated code and test bench files. The code generator adds leading comment characters as appropriate for the target language. When newlines or line feeds are included in the string, the code generator emits single-line comments for each newline.

For example, the following `makehdl` command adds two comment lines to the header in a generated VHDL file.

```
makehdl(gcb,'UserComment','This is a comment line.\nThis is a second line.')
```

The resulting header comment block for subsystem `symmetric_fir` would appear as follows:

```
-- ---------------------------------------------------------
--
-- Module: symmetric_fir
-- Simulink Path: sfir_fixed/symmetric_fir
-- Created: 2006-11-20 15:55:25
-- Hierarchy Level: 0
--
-- This is a comment line.
-- This is a second line.
--
-- Simulink model description for sfir_fixed:
  -- This model shows how to use Simulink HDL Coder to check, generate,
  -- and verify HDL for a fixed-point symmetric FIR filter.
--
-- ---------------------------------------------------------
```

UseRisingEdge

Purpose   Specify VHDL coding style used to check for rising edges when operating on registers

Settings   'on'

Use the VHDL `rising_edge` function to check for rising edges when operating on registers. The following code, generated from a Unit Delay block, tests `rising_edge` as shown in the following PROCESS block:

```
Unit_Delay1_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay1_out1 <= (OTHERS => '0');
    ELSIF rising_edge(clk) THEN
      IF clk_enable = '1' THEN
        Unit_Delay1_out1 <= signed(x_in);
      END IF;
    END IF;
  END PROCESS Unit_Delay1_process;
```

'off' (default)

Check for clock events when operating on registers. The following code, generated from a Unit Delay block, checks for a clock event as shown in the ELSIF statement of the following PROCESS block:

```
Unit_Delay1_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Unit_Delay1_out1 <= (OTHERS => '0');
    ELSIF clk'event AND clk = '1' THEN
      IF clk_enable = '1' THEN
        Unit_Delay1_out1 <= signed(x_in);
      END IF;
    END IF;
```

```
END PROCESS Unit_Delay1_process;
```

Usage Notes   The two coding styles have different simulation behavior when the clock transitions from `'X'` to `'1'`.

See Also   LoopUnrolling, SafeZeroConcat, UseAggregatesForConst

UseVerilogTimescale

Purpose   Use compiler `timescale directives in generated Verilog code

Settings   'on' (default)

Use compiler `timescale directives in generated Verilog code.

'off'

Suppress the use of compiler `timescale directives in generated Verilog code.

Usage Notes   The `timescale directive provides a way of specifying different delay values for multiple modules in a Verilog file. This setting does not affect the generated test bench.

See Also   LoopUnrolling, SafeZeroConcat, UseAggregatesForConst, UseRisingEdge

Purpose   Specify string prefixed to vector names in generated code

Settings   `'string'`

Default: `'vector_of_'`

Specify a string to be prefixed to vector names in generated code.

Verbosity

Purpose   Specify level of detail for messages displayed during code generation

Settings   n

Default: 0 (minimal messages displayed).

When Verbosity is set to 0, minimal code generation progress messages are displayed as code generation proceeds. When Verbosity is set to 1, more detailed progress messages are displayed.

Purpose   Specify file type extension for generated Verilog files

Settings   `'string'`

The default file type extension for generated Verilog files is `.v`.

See Also   `TargetLanguage`

VHDLArchitectureName

Purpose   Specify architecture name for generated HDL code

Settings   `'string'`

The default architecture name is `'rtl'`.

Purpose   Specify file type extension for generated VHDL files

Settings   `'string'`

The default file type extension for generated VHDL files is `.vhd`.

See Also   `TargetLanguage`

VHDLLibraryName

Purpose　　Specify name of target library for generated HDL code

Settings　　`'string'`

The default target library name is `'work'`.

See Also　　`HDLCompileInit`

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Property Reference

Language Selection Properties

`TargetLanguage`	Specify HDL language to use for generated code

File Naming and Location Properties

`HDLMapPostfix`	Specify postfix string appended to file name for generated mapping file
`TargetDirectory`	Identify folder into which the coder writes generated output files.
`VerilogFileExtension`	Specify file type extension for generated Verilog files
`VHDLFileExtension`	Specify file type extension for generated VHDL files

Reset Properties

`Oversampling`	Specify frequency of global oversampling clock as a multiple of the model's base rate
`ResetAssertedLevel`	Specify asserted (active) level of reset input signal
`ResetLength`	Define length of time (in clock cycles) during which reset is asserted
`ResetType`	Specify whether to use asynchronous or synchronous reset logic when generating HDL code for registers
`ResetValue`	Specify constant value to which test bench forces reset input signals

Header Comment and General Naming Properties

`ClockProcessPostfix`	Specify string to append to HDL clock process names
`ComplexImagPostfix`	Specify string to append to imaginary part of complex signal names
`ComplexRealPostfix`	Specify string to append to real part of complex signal names
`EntityConflictPostfix`	Specify string to append to duplicate VHDL entity or Verilog module names
`InstancePostfix`	Specify string appended to generated component instance names
`InstancePrefix`	Specify string prefixed to generated component instance names
`PackagePostfix`	Specify string to append to specified model or subsystem name to form name of package file
`ReservedWordPostfix`	Specify string appended to identifiers for entities, signals, constants, or other model elements that conflict with VHDL or Verilog reserved words
`SplitArchFilePostfix`	Specify string to append to specified name to form name of file containing model's VHDL architecture
`SplitEntityArch`	Specify whether generated VHDL entity and architecture code is written to single VHDL file or to separate files
`SplitEntityFilePostfix`	Specify string to append to specified model name to form name of generated VHDL entity file

`TimingControllerPostfix`	Specify suffix appended to DUT name to form timing controller name
`VectorPrefix`	Specify string prefixed to vector names in generated code
`VHDLArchitectureName`	Specify architecture name for generated HDL code
`VHDLLibraryName`	Specify name of target library for generated HDL code

Script Generation Properties

`EDAScriptGeneration`	Enable or disable generation of script files for third-party tools
`HDLCompileFilePostfix`	Specify postfix string appended to file name for generated Mentor Graphics ModelSim compilation scripts
`HDLCompileInit`	Specify string written to initialization section of compilation script
`HDLCompileTerm`	Specify string written to termination section of compilation script
`HDLCompileVerilogCmd`	Specify command string written to compilation script for Verilog files
`HDLCompileVHDLCmd`	Specify command string written to compilation script for VHDL files
`HDLSimCmd`	Specify simulation command written to simulation script
`HDLSimFilePostfix`	Specify postfix string appended to file name for generated Mentor Graphics ModelSim simulation scripts

`HDLSimInit`	Specify string written to initialization section of simulation script
`HDLSimTerm`	Specify string written to termination section of simulation script
`HDLSimViewWaveCmd`	Specify waveform viewing command written to simulation script
`HDLSynthCmd`	Specify command written to synthesis script
`HDLSynthFilePostfix`	Specify postfix string appended to file name for generated synthesis scripts
`HDLSynthInit`	Specify string written to initialization section of synthesis script
`HDLSynthTerm`	Specify string written to termination section of synthesis script
`SynthToolOption`	Select synthesis tool for which the coder generates scripts.

Port Properties

`ClockEnableInputPort`	Name HDL port for model's clock enable input signals
`ClockEnableOutputPort`	Specify name of clock enable output port
`ClockInputPort`	Name HDL port for model's clock input signals
`ClockInputs`	Specify generation of single or multiple clock inputs

EnablePrefix	Specify base name string for internal clock enables in generated code
InputType	Specify HDL data type for model's input ports
OutputType	Specify HDL data type for model's output ports
ResetInputPort	Name HDL port for model's reset input
ScalarizePorts	Flatten vector ports into structure of scalar ports in VHDL code

Advanced Coding Properties

BalanceDelays	Enable delay balancing
BlockGenerateLabel	Specify string to append to block labels used for HDL GENERATE statements
CastBeforeSum	Enable or disable type casting of input values for addition and subtraction operations before execution of operation
CheckHDL	Check model or subsystem for HDL code generation compatibility
DateComment	Specify whether or not to include time/date information in the generated HDL file header
GenerateValidationModel	Generate validation model with HDL code
HandleAtomicSubsystem	Enable reusable code generation for identical atomic subsystems

`HDLControlFiles`	Attach code generation control file to model
`InlineConfigurations`	Specify whether generated VHDL code includes inline configurations
`InstanceGenerateLabel`	Specify string to append to instance section labels in VHDL `GENERATE` statements
`LoopUnrolling`	Specify whether VHDL `FOR` and `GENERATE` loops are unrolled and omitted from generated VHDL code
`MinimizeClockEnables`	Omit generation of clock enable logic for single-rate designs.
`MinimizeIntermediateSignals`	Specify whether to optimize HDL code for debuggability or code coverage
`MulticyclePathInfo`	Generate text file that reports multicycle path constraint information, for use with synthesis tools.
`OptimizationReport`	Display HTML optimization report
`OptimizeTimingController`	Optimize timing controller entity for speed and code size by implementing separate counters per rate
`OutputGenerateLabel`	Specify string that labels output assignment block for VHDL `GENERATE` statements
`PipelinePostfix`	Specify string to append to names of input or output pipeline registers generated for pipelined block implementations
`RequirementComments`	Enable or disable generation of hyperlinked requirements comments in HTML code generation reports

`ResourceReport`	Display HTML resource utilization report
`SafeZeroConcat`	Specify syntax for concatenated zeros in generated VHDL code
`Traceability`	Enable or disable creation of HTML code generation report with code-to-model and model-to-code hyperlinks
`UseAggregatesForConst`	Specify whether all constants are represented by aggregates, including constants that are less than 32 bits
`UserComment`	Specify comment line in header of generated HDL and test bench files
`UseRisingEdge`	Specify VHDL coding style used to check for rising edges when operating on registers
`UseVerilogTimescale`	Use compiler `` `timescale `` directives in generated Verilog code
`Verbosity`	Specify level of detail for messages displayed during code generation

Test Bench Properties

`ClockHighTime`	Specify period, in nanoseconds, during which test bench drives clock input signals high (1)
`ClockLowTime`	Specify period, in nanoseconds, during which test bench drives clock input signals low (0)
`ForceClock`	Specify whether test bench forces clock input signals

`ForceClockEnable`	Specify whether test bench forces clock enable input signals
`ForceReset`	Specify whether test bench forces reset input signals
`GenerateCoSimBlock`	Generate model containing HDL Cosimulation block(s) for use in testing DUT
`GenerateCoSimModel`	Generate model containing HDL Cosimulation block for use in testing DUT
`HoldInputDataBetweenSamples`	Specify how long subrate signal values are held in valid state
`HoldTime`	Specify hold time for input signals and forced reset input signals
`IgnoreDataChecking`	Specify number of samples during which output data checking is suppressed
`InitializeTestBenchInputs`	Specify initial value driven on test bench inputs before data is asserted to DUT
`MultifileTestBench`	Divide generated test bench into helper functions, data, and HDL test bench code files
`SimulatorFlags`	Specify simulator flags to apply to generated compilation scripts
`TestBenchClockEnableDelay`	Define elapsed time (in clock cycles) between deassertion of reset and assertion of clock enable
`TestBenchDataPostFix`	Specify suffix added to test bench data file name when generating multi-file test bench

| `TestBenchPostFix` | Specify suffix to test bench name |
| `TestBenchReferencePostFix` | Specify string appended to names of reference signals generated in test bench code |

Generated Model Properties

`CodeGenerationOutput`	Control production of generated code and display of generated model
`Generatedmodelname`	Specify name of generated model
`Generatedmodelnameprefix`	Specify prefix to name of generated model
`Highlightancestors`	Highlight ancestors of blocks in generated model that differ from original model
`Highlightcolor`	Specify color for highlighted blocks in generated model

Functions — Alphabetical List

checkhdl

Purpose   Check subsystem or model for HDL code generation compatibility

Syntax   checkhdl(bdroot)
                   checkhdl(*modelname*)
                   checkhdl(*modelname*/*subsys*)
                   checkhdl(gcb)
                   output = checkhdl(*system*)

Description   checkhdl(bdroot) examines the current model for HDL code
                   generation compatibility and generates a compatibility report.

                   checkhdl generates an HTML HDL Code Generation Check Report,
                   writes the report to the target folder, and displays the report in a
                   browser window.

                   The report is in table format. Each entry in the table includes a
                   hyperlink to a block or subsystem that caused a problem. When you
                   click the hyperlink, the block of interest highlights and displays (if the
                   model referenced by the report is open). If checkhdl finds no errors, the
                   report contains only a hyperlink to the subsystem or model selected
                   for code generation.

                   The report file naming convention is *system*_report.html, where
                   system is the name of the subsystem or model passed in to checkhdl.

                   When a model or subsystem passes checkhdl without errors, that
                   does not imply successful completion of code generation in all cases.
                   checkhdl does not verify all block parameters.

                   checkhdl(*modelname*) examines the model explicitly specified by
                   modelname for HDL code generation compatibility and generates a
                   compatibility report.

                   checkhdl(*modelname*/*subsys*) examines a specified subsystem within
                   the model specified by *modelname* for HDL code generation compatibility
                   and generates a compatibility report. *subsys* specifies the name of
                   the subsystem to check. *subsys* must be at the top (root) level of the
                   current model. It cannot be a subsystem nested at a lower level of the
                   model hierarchy.

checkhdl(gcb) examines the currently selected subsystem within the current model for HDL code generation compatibility and generates a compatibility report.

output = checkhdl(*system*)

where *system* specifies a model or subsystem in any of the forms described previously.

When the command includes an output argument, checkhdl does not generate a report. Instead, it returns a 1xN struct array with one entry for each error, warning, or message.

Use checkhdl to check your subsystems or models before generating HDL code. checkhdl reports three levels of compatibility problems:

- *Errors*: Errors cause the code generation process to terminate. Fix all reported errors before generating HDL code again. A typical error would be the use of an unsupported data type.

- *Warnings*: Warnings indicate problems in the generated code, but generally allow HDL code generation to continue. For example, the presence of an unsupported block in the model would raise a warning. In this case, the code generator attempts to proceed as if the block were not present in the design. This strategy could lead to errors later in the code generation process, which would then terminate.

- *Messages*: Messages are indications that the HDL code generator treats some data types in a way that differs from thie usual treatment. For example, the coder automatically single-precision floating-point data types to double-precision because VHDL and Verilog do not support single-precision data types.

Examples   Check the subsystem symmetric_fir within the model sfir_fixed for HDL code generation compatibility and generate a compatibility report.

    checkhdl('sfir_fixed/symmetric_fir')

Check the subsystem `symmetric_fir_err` within the model `sfir_fixed_err` for HDL code generation compatibility, and return information on problems encountered in the struct `output`.

```
output = checkhdl('sfir_fixed_err/symmetric_fir_err')
### Starting HDL Check.
...
### HDL Check Complete with 4 errors, warnings and messages.
```

The following MATLAB commands display the top-level structure of the struct `output`, and its first cell.

```
output =

1x4 struct array with fields:
    path
    type
    message
    level


output(1)

ans =

      path: 'sfir_fixed_err/symmetric_fir_err/Product'
      type: 'block'
   message: 'Unhandled mixed double and non-double datatypes at ports of block'
     level: 'Error'
```

See Also   makehdl

Tutorials   • "Selecting and Checking a Subsystem for HDL Compatibility" on page 2-23

Purpose   Display HDL Workflow Advisor

Syntax   hdladvisor(gcb)
                 hdladvisor(*subsystem*)
                 hdladvisor(*model*,'SystemSelector')

Description hdladvisor(gcb) starts the HDL Workflow Advisor, passing the
                 currently selected subsystem within the current model as the DUT
                 to be checked.

                 hdladvisor(*subsystem*) starts the HDL Workflow Advisor, passing in
                 the path to a specified subsystem within the model.

                 hdladvisor(*model*,'SystemSelector') opens a System Selector
                 window that lets you select a subsystem to be opened into the HDL
                 Workflow Advisor as the device under test (DUT) to be checked.

Examples   Open the subsystem symmetric_fir within the model sfir_fixed into
                 the HDL Workflow Advisor.

                     hdladvisor('sfir_fixed/symmetric_fir')

                 _____

                 Open a System Selector window to select a subsystem within the
                 current model. Then open the selected subsystem into the HDL
                 Workflow Advisor.

                     hdladvisor(gcs,'SystemSelector')

Alternatives You can also open the HDL Workflow Advisor from the your model
                 window by selecting →**ToolsHDL Coder > HDL Workflow Advisor**.

How To   • Chapter 15, "Using the HDL Workflow Advisor"

hdlapplycontrolfile

Purpose	Apply control file settings to model
Syntax	`hdlapplycontrolfile(modelname, controlfilename)` `hdlapplycontrolfile(dutname, controlfilename)`
Description	`hdlapplycontrolfile(modelname, controlfilename)` applies the settings in the specified control file to the specified model.
	`hdlapplycontrolfile(dutname, controlfilename)` applies the settings in the specified control file to a specified subsystem (the device under test, or DUT) within the current model.

Tips

- As of release R2010b, use of control files is no longer recommended, and the coder does not support the attachment of a control file to a new model. Instead, the coder now saves all non-default block implementation and implementation parameter settings to the model itself. This eliminates the need to load and save a separate control file. The coder provides the `hdlapplycontrolfile` utility as a quick way to transfer HDL settings from existing models that have attached control files to other models.

- After you apply control file settings to a model, be sure to save the model.

- If you have existing models with attached control files, you should convert them to the current format. To do this, simply open the model and save it. Saving a model clears its attachment to its control file, but the control file itself is preserved so that you can apply it to other models if you wish.

  For backward compatibility, the coder continues to support models that have attached control files. See Chapter 17, "Code Generation Control Files" for further information.

- Some control files are designed to be generic, and do not specify the DUT using `generateHDLFor`. To apply settings from such a control file, you must supply a full path to the desired DUT using the `dutname` argument.

Input Arguments

modelname

>Name of the target model, to which control file settings are applied.

>**Default:** None

controlfilename

>Name of the control file containing hdl settings to be applied

>**Default:** None

dutname

>Full path to the top-level subsystem (the device under test or DUT) within the target model.

>**Default:** None

Examples

Apply settings from `sfir_fixed_control.m` to the open model `sfir_fixed_newVersion`.

```
hdlapplycontrolfile('sfir_fixed_newVersion','sfir_fixed_control.m')
Successfully loaded control file 'sfir_fixed_control.m' ...
```

Apply settings from `sfir_fixed_control.m` to the subsystem `symmetric_fir` within the open model `sfir_fixed_newVersion`.

```
hdlapplycontrolfile('sfir_fixed_newVersion/symmetric_fir','sfir_fixed_control.m')
Successfully loaded control file 'sfir_fixed_control.m' ...
```

See Also | Chapter 17, "Code Generation Control Files"

hdldispblkparams

Purpose	Display HDL block parameters that have nondefault values
Syntax	hdldispblkparams(path) hdldispblkparams(path,'all')
Description	hdldispblkparams(path) displays, for the specified block, the names and values of HDL parameters that have nondefault values. hdldispblkparams(path,'all') displays, for the specified block, the names and values of all HDL block parameters.

Input Arguments	path
	
	    Path to a block or subsystem in the current model.
	
	    Default: None
	
	'all'
	
	    If you pass in the string 'all', hdldispblkparams displays the names and values of all HDL properties of the specified block.

Examples	The following example displays nondefault HDL block parameter settings for a Sum of Elements block).

```
hdldispblkparams('simplevectorsum/vsum/Sum of Elements')

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Implementation

 Architecture : Linear

Implementation Parameters

 InputPipeline : 1
```

The following example displays all HDL block parameters and values for the currently selected block, (a Sum of Elements block).

```
hdldispblkparams(gcb,'all')

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of
Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Implementation

 Architecture  : Linear

Implementation Parameters

 InputPipeline : O
 OutputPipeline : O
```

See Also   "Obtaining HDL-Related Block and Model Parameter Information" on page 4-22

hdldispmdlparams

Purpose	Display HDL model parameters that have nondefault values
Syntax	`hdldispmdlparams(model)` `hdldispmdlparams(model,'all')`
Description	`hdldispmdlparams(model)` displays, for the specified model, the names and values of HDL parameters that have nondefault values. `hdldispmdlparams(model,'all')` displays the names and values of all HDL parameters for the specified model.

Input Arguments	`model`
	
	Name of an open model.
	
	Default: None
	
	`'all'`
	
	If you pass in the string `'all'`, `hdldispmdlparams` displays the names and values of all HDL properties of the specified model.

Examples	The following example displays HDL properties of the current model that have nondefault values.

```
 hdldispmdlparams(bdroot)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL CodeGen Parameters (non-default)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

CodeGenerationOutput        : 'GenerateHDLCodeAndDisplayGeneratedModel'
HDLSubsystem                : 'simplevectorsum_2atomics/Subsystem'
OptimizationReport          : 'on'
ResetInputPort              : 'rst'
ResetType                   : 'Synchronous'
```

The following example displays all HDL properties and values of the current model.

```
hdldispmdlparams(bdroot,'all')

%%%%%%%%%%%%%%%%%%%%%%%%
HDL CodeGen Parameters
%%%%%%%%%%%%%%%%%%%%%%%%

AddPipelineRegisters            : 'off'
Backannotation                  : 'on'
BlockGenerateLabel              : '_gen'
CheckHDL                        : 'off'
ClockEnableInputPort            : 'clk_enable'
.
.
.
VerilogFileExtension            : '.v'
```

See Also   "Obtaining HDL-Related Block and Model Parameter Information" on page 4-22

hdlget_param

Purpose   Return value of specified HDL block-level parameter (or of all parameters) for specified block

Syntax   `p = hdlget_param(block_path,prop)`

Description   `p = hdlget_param(block_path,prop)` gets the value of a specified HDL property (or of all HDL properties) of a block or subsystem, and returns the value to the output variable.

Tips   • Use `hdlget_param` only to obtain the value of HDL block parameters (see "Summary of Block Implementations" on page 5-3 for a complete listing of all block implementations and their parameters). To obtain the value of general model parameters, use the `set_param` function.

Input Arguments   block_path

Path to a block or subsystem in the current model.

Default: None

prop

A string designating one of the following:

• The name of an HDL block property of the block or subsystem specified by `block_path`.

• `'all'` : If `prop` is set to `'all'`, `hdlget_param` returns `Name,Value` pairs for all HDL properties of the specified block.

Default: None

Output Arguments   p

p receives the value of the HDL block property specified by `prop`. The data type and dimensions of p depend on the data type and dimensions of the value returned. If `prop` is set to `'all'`, p is a cell array.

Examples   In the following example hdlget_param returns the value of the HDL
              block parameter OutputPipeline to the variable p.

```
  p = hdlget_param(gcb,'OutputPipeline')

p =

    3
```

In the following example hdlget_param returns all HDL block
parameters and values for the current block to the cell array p.

```
  p = hdlget_param(gcb,'all')

p =

    'Architecture'    'Linear'    'InputPipeline'    [0]    'OutputPipeline'    [0]
```

See Also   "Obtaining HDL-Related Block and Model Parameter Information"
              on page 4-22

hdllib

Purpose	Create library of blocks that support HDL code generation
Syntax	`hdllib`
Description	`hdllib` creates a library of blocks that are compatible with HDL code generation. The library affords quick access to all supported blocks. By constructing models using blocks from this library, you can ensure block-level compatibility of your model with the coder.

The default name for the library is `hdlsupported.mdl`. After you generate the library, save it to a folder of your choice.

`hdllib` loads many block libraries during the creation of the `hdlsupported` library. (Loading libraries causes a license checkout.) When `hdllib` completes generation of the library, it does not unload block libraries.

Parameter settings for some blocks in the `hdlsupported` library differ from corresponding blocks in other libraries.

The set of supported blocks will change in future releases of the coder. To keep the `hdlsupported.mdl` current, rebuild the library each time you install a new release.

Examples   Build a library of HDL-compatible blocks.

```
hdllib
```

The following figure shows the top-level view of the `hdlsupported.mdl` library.
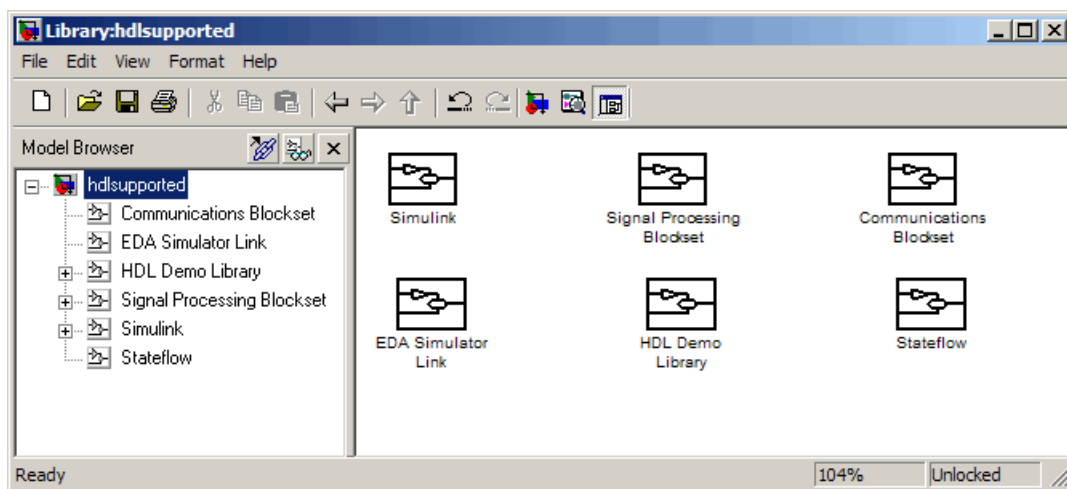
See Also   "Supported Blocks Library" on page 10-35

hdlnewblackbox

Purpose   Generate customizable control file from selected subsystem or blocks

Syntax
```
hdlnewblackbox
hdlnewblackbox('blockpath')
hdlnewblackbox({'blockpath1','blockpath2',...'blockpathN'})
[cmd, impl] = hdlnewblackbox
[cmd, impl] = hdlnewblackbox('blockpath')
[cmd, impl] = hdlnewblackbox({'blockpath1','blockpath2',
    ...'blockpathN'})
[cmd, impl, params] = hdlnewblackbox
[cmd, impl, params] = hdlnewblackbox('blockpath')
[cmd, impl, params] = hdlnewblackbox({'blockpath1',
    'blockpath2',...'blockpathN'})
```

Description   The `hdlnewblackbox` utility helps you construct `forEach` calls for
                     use in code generation control files when generating black box
                     interfaces. Given a selection of one or more blocks from your model,
                     `hdlnewblackbox` returns the following as string data in the MATLAB
                     workspace for each selected block:

- A `forEach` call coded with the correct `modelscope`,
  `blocktype`, and default implementation class
  (`SubsystemBlackBoxHDLInstantiation`) arguments for the block.

- (Optional) a cell array of strings enumerating the available
  implementations classes for the subsystem.

- (Optional) A cell array of cell arrays of strings enumerating the
  names of implementation parameters (if any) corresponding to the
  implementation classes. `hdlnewblackbox` does not list data types
  and other details of implementation parameters.

`hdlnewblackbox` returns a `forEach` call for each selected block in the
model.

`hdlnewblackbox('blockpath')` returns a `forEach` call for the block
specified by the `'blockpath'` argument. The `'blockpath'` argument is
a string specifying the full Simulink path to the desired block.

hdlnewblackbox({'blockpath1','blockpath2',...'blockpathN'})
returns a `forEach` call for the blocks specified by the
{'blockpath1','blockpath2',...'blockpathN'} arguments. The
{'blockpath1','blockpath2',...'blockpathN'} arguments are
passed as a cell array of strings, each string specifying the full Simulink
path to a desired block.

[cmd, impl] = hdlnewblackbox returns a `forEach` call for each
selected block in the model to the string variable `cmd`. The call also
returns `impl`, a cell array of cell arrays of strings enumerating the
available implementations for the block.

[cmd, impl] = hdlnewblackbox('blockpath') returns a `forEach`
call for the block specified by the 'blockpath' argument to the string
variable `cmd`. The call also returns `impl`, a cell array of cell arrays of
strings enumerating the available implementations for the block. The
'blockpath' argument is a string specifying the full Simulink path
to the desired block.

[cmd, impl] =
hdlnewblackbox({'blockpath1','blockpath2',...'blockpathN'})
returns a `forEach` call for the blocks specified by the
{'blockpath1','blockpath2',...'blockpathN'} arguments to the
string variable `cmd`. The call also returns `impl`, a cell array of cell
arrays of strings enumerating the available implementations for the
block. The {'blockpath1','blockpath2',...'blockpathN'}
arguments are passed as a cell array of strings, each string specifying
the full Simulink path to a desired block.

[cmd, impl, params] = hdlnewblackbox returns a `forEach` call for
each selected block in the model to the string variable `cmd`. The call
also returns:

- `impl`, a cell array of cell arrays of strings enumerating the available
  implementations for the block.

- `params`, a cell array of cell arrays of strings enumerating the available
  implementation parameters corresponding to each implementation.

hdlnewblackbox

[cmd, impl, params] = hdlnewblackbox('blockpath') returns a forEach call for the block specified by the 'blockpath' argument to the string variable cmd. The call also returns:

- impl, a cell array of cell arrays of strings enumerating the available implementations for the block.

- params, a cell array of cell arrays of strings enumerating the available implementation parameters corresponding to each implementation.

The 'blockpath' argument is a string specifying the full Simulink path to the desired block.

```
[cmd, impl, params] =
hdlnewblackbox({'blockpath1','blockpath2',...'blockpathN'})
```
returns a forEach call for the blocks specified by the {'blockpath1','blockpath2',...'blockpathN'} arguments to the string variable cmd. The call also returns:

- impl, a cell array of cell arrays of strings enumerating the available implementations for the block.

- params, a cell array of cell arrays of strings enumerating the available implementation parameters corresponding to each implementation.

The {'blockpath1','blockpath2',...'blockpathN'} arguments are passed as a cell array of strings, each string specifying the full Simulink path to a desired block.

Tips
After invoking hdlnewblackbox, you will generally want to insert the forEach calls returned by the function into a control file, and use the implementation information returned to specify a nondefault block implementation.

Examples
```
% Return a forEach call for a specific subsystem to the MATLAB workspace
hdlnewblackbox('sfir_fixed/symmetric_fir');
%
% Return forEach calls for all currently selected blocks to the MATLAB workspace
```

```
hdlnewblackbox;
%
% Return forEach calls, implementation names, and implementation parameter names
% for all currently selected blocks to string variables
[cmd,impl,parms] = hdlnewblackbox;
```

hdlnewcontrol

Purpose   Construct code generation control object for use in control file

Syntax   `object = hdlnewcontrol(mfilename)`

Description   `object = hdlnewcontrol(mfilename)` constructs and returns a control generation control object (`object`) that is linked to a code generation control file.

The argument to `hdlnewcontrol` is the name of the control file itself. Use the `mfilename` function to pass in the file name string.

Tip The `hdlnewcontrol` function constructs an instance of the class `hdlnewcontrol` is a wrapper function provided to let you instantiate such objects. You should not directly call the constructor of the class.

In your control files, use only the public methods of the class `slhdlcoder.ConfigurationContainer`. All public methods are described in this document. in your control files. All other methods of this class are for MathWorks internal development use only.

See also   • Chapter 17, "Code Generation Control Files"

"]

Purpose   Generate customizable control file from selected subsystem or blocks

Syntax   hdlnewcontrolfile
                hdlnewcontrolfile('blockpath')
                hdlnewcontrolfile({'blockpath1','blockpath2',
                    ...'blockpathN'})
                t = hdlnewcontrolfile(...)

Description The coder provides the hdlnewcontrolfile utility to help you
                construct code generation control files. Given a selection of one or more
                blocks from your model, hdlnewcontrolfile generates a control file
                containing:

- A c.generateHDLFor call specifying the full path to the currently
  selected block or subsystem from which code is to be generated.

- c.forEach calls for all selected blocks that have HDL
  implementations.

- Comments providing information about all supported
  implementations and parameters for all selected blocks that have
  HDL implementations.

- c.set calls for any global HDL Coder options that are set to
  nondefault values.

Generated control files are automatically opened as untitled files
in the MATLAB editor for further customization. The file naming
sequence for successively generated control files is Untitled1,
Untitled2,...UntitledN.

hdlnewcontrolfile returns a control file containing a forEach
statement and comments for each selected block in the model.

hdlnewcontrolfile('blockpath') returns a control file containing
a forEach statement and comments for the block specified by the
'blockpath' argument. The 'blockpath' argument is a string
specifying the full Simulink path to the desired block.

hdlnewcontrolfile

hdlnewcontrolfile({'blockpath1','blockpath2',...'blockpathN'})
returns a control file containing a forEach statement
and comments for the blocks specified by the
{'blockpath1','blockpath2',...'blockpathN'} arguments. The
{'blockpath1','blockpath2',...'blockpathN'} arguments are
passed as a cell array of strings, each string specifying the
full Simulink path to a desired block.

t = hdlnewcontrolfile(...) returns control statements as text in
the string variable t, instead of returning a control file.

Tips   You can use the generated control file as:

- A starting point for development of a customized control file.

- A source of information or documentation of the HDL code generation
  parameter settings in the model.

Examples
```
% Generate control file for a specific block
hdlnewcontrolfile('sfir_fixed/symmetric_fir/Product1');
%
% Generate a control file for all currently selected blocks
hdlnewcontrolfile;
%
% Generate a control file for two specific blocks
hdlnewcontrolfile({'sfir_fixed/symmetric_fir/Add1',...
'sfir_fixed/symmetric_fir/Product2'});
```

Purpose	Generate forEach calls for insertion into code generation control files
Syntax	

```
hdlnewforeach
hdlnewforeach('blockpath')
hdlnewforeach({'blockpath1','blockpath2',...})
[cmd, impl] = hdlnewforeach
[cmd, impl] = hdlnewforeach('blockpath')
[cmd, impl] = hdlnewforeach({'blockpath1','blockpath2',...})
[cmd, impl, parms] = hdlnewforeach
[cmd, impl, parms] = hdlnewforeach('blockpath')
[cmd, impl, parms] = hdlnewforeach({'blockpath1','blockpath2',
    ...})
```

Description The coder provides the hdlnewforeach utility to help you construct forEach calls for use in code generation control files. Given a selection of one or more blocks from your model, hdlnewforeach returns the following for each selected block, as string data in the MATLAB workspace:

- A forEach call coded with the correct modelscope, blocktype, and default implementation arguments for the block.

- (Optional) A cell array of cell arrays of strings enumerating the available implementations for the block.

- (Optional) A cell array of cell arrays of strings enumerating the names of implementation parameters (if any) corresponding to the block implementations. See "Block Implementation Parameters" on page 5-60 for that data types and other details of block implementation parameters.

hdlnewforeach returns a forEach call for each selected block in the model. Each call is returned as a string.

hdlnewforeach('blockpath') returns a forEach call for a specified block in the model. The call is returned as a string.

The 'blockpath' argument is a string specifying the full path to the desired block.

hdlnewforeach

hdlnewforeach({'blockpath1','blockpath2',...}) returns a
forEach call for each specified block in the model. Each call is returned
as a string.

The {'blockpath1','blockpath2',...} argument is a cell array of
strings, each of which specifies the full path to a desired block.

[cmd, impl] = hdlnewforeach returns a forEach call for each
selected block in the model to the string variable cmd. In addition, the
call returns a cell array of cell arrays of strings (impl) enumerating the
available implementations for the block.

[cmd, impl] = hdlnewforeach('blockpath') returns a forEach call
for a specified block in the model to the string variable cmd. In addition,
the call returns a cell array of cell arrays of strings (impl) enumerating
the available implementations for the block.

The 'blockpath' argument is a string specifying the full path to the
desired block.

[cmd, impl] =
hdlnewforeach({'blockpath1','blockpath2',...}) returns a
forEach call for each specified block in the model to the string variable
cmd. In addition, the call returns a cell array of cell arrays of strings
(impl) enumerating the available implementations for the block.

The {'blockpath1','blockpath2',...} argument is a cell array of
strings, each of which specifies the full path to a desired block.

[cmd, impl, parms] = hdlnewforeach returns a forEach call for
each selected block in the model to the string variable cmd. In addition,
the call returns:

- A cell array of cell arrays of strings (impl) enumerating the available
  implementations for the block.

- A cell array of cell arrays of strings (parms) enumerating the available
  implementation parameters corresponding to each implementation.

```
[cmd, impl, parms] = hdlnewforeach('blockpath')
```
returns a
forEach call for a specified block in the model to the string variable
cmd. In addition, the call returns:

- A cell array of cell arrays of strings (impl) enumerating the available
  implementations for the block.

- A cell array of cell arrays of strings (parms) enumerating the available
  implementation parameters corresponding to each implementation.

The 'blockpath' argument is a string specifying the full path to the
desired block.

```
[cmd, impl, parms] =
hdlnewforeach({'blockpath1','blockpath2',...})
```
returns a
forEach call for each specified block in the model to the string variable
cmd. In addition, the call returns:

- A cell array of cell arrays of strings (impl) enumerating the available
  implementations for the block.

- A cell array of cell arrays of strings (parms) enumerating the available
  implementation parameters corresponding to each implementation.

The {'blockpath1','blockpath2',...} argument is a cell array of
strings, each of which specifies the full path to a desired block.

Tips   hdlnewforeach returns an empty string for blocks that do not have an
HDL implementation. hdlnewforeach also returns an empty string for
subsystems, which are a special case. Subsystems do not have a default
implementation class, but special-purpose subsystems implementations
are provided (see Chapter 11, "Interfacing Subsystems and Models to
HDL Code").

After invoking hdlnewforeach, you will generally want to insert the
forEach calls returned by the function into a control file, and use
the implementation and parameter information returned to specify a
nondefault block implementation. See "Generating Selection/Action

hdlnewforeach

Statements with the hdlnewforeach Function" on page 17-19 for a worked example.

Examples The following example generates `forEach` commands for two explicitly specified blocks.

```
hdlnewforeach({'sfir_fixed/symmetric_fir/Add4',...
'sfir_fixed/symmetric_fir/Product2'})

ans =

c.forEach('./symmetric_fir/Add4',...
 'built-in/Sum', {},...
 'default', {}); % Default architecture is 'Linear'

c.forEach('./symmetric_fir/Product2',...
 'built-in/Product', {},...
 'default', {}); % Default architecture is 'Linear'
```

The following example generates a `forEach` command for an explicitly specified Sum block. The implementation and parameters information returned is listed after the `forEach` command.

```
c.forEach('./symmetric_fir/Add4',...
 'built-in/Sum', {},...
 'default', {}); % Default architecture is 'Linear'




impl =

    {3x1 cell}


parms =

    {1x2 cell}    {1x2 cell}    {1x2 cell} >> parms{1:4}
```

```
>> impl{1}

ans =

    'Linear'
    'Cascade'
    'Tree'ans =

>> parms{1:3}

ans =

    'InputPipeline'    'OutputPipeline'


ans =

    'InputPipeline'    'OutputPipeline'


ans =

    'InputPipeline'    'OutputPipeline'
```

hdlset_param

Purpose   Set HDL-related parameters at model or block level

Syntax   hdlset_param(path,Name,Value)

Description hdlset_param(path,Name,Value) sets HDL-related parameters in the
                 block or model referenced by path. The parameters to be set, and their
                 values, are specified by one or more Name,Value pair arguments. You
                 can specify several name and value pair arguments in any order as
                 Name1,Value1, ,NameN,ValueN.

Tips
- When you set multiple parameters on the same model or block, use a
  single hdl_set_param command with multiple pairs of arguments,
  rather than multiple hdl_set_param commands. This technique
  is more efficient because using a single call requires evaluating
  parameters only once.

- To set HDL block parameters for multiple blocks, use the
  find_system function to locate the blocks of interest. Then, use a
  loop to iterate over all the blocks and call hdlset_param to set the
  desired parameters.

**Input
Arguments**   path

                 Path to the model or block for which hdlset_param is to set one or
                 more parameter values.

                 Default: None

Name-Value Pair Arguments

Optional comma-separated pairs of Name,Value arguments, where Name
is the argument name and Value is the corresponding value. Name must
appear inside single quotes (' '). You can specify several name-value
pair arguments in any order as Name1,Value1, ,NameN,ValueN.

Name

Name is a string specifying the name of one of the following:

- A model-level HDL-related property. See Chapter 18, "Properties — Alphabetical List" for a complete listing and definitions of all such properties, their data types and their default values.

- An HDL block property, such as an implementation name or an implementation parameter. See "Summary of Block Implementations" on page 5-3 for a complete listing of all block implementations and their parameters.

Default: None

Value

Value is a value to be applied to the corresponding property in a Name,Value argument.

Default: Default value is dependent on the property.

Examples   The following example uses the sfir_fixed model to demonstrate how to locate a group of blocks in a subsystem and specify the output pipeline depth uniformly for all the blocks.

```
open sfir_fixed;
prodblocks = find_system('sfir_fixed/symmetric_fir', 'BlockType', 'Product');
for ii=1:length(prodblocks), hdlset_param(prodblocks{ii}, 'OutputPipeline', 2), end;
```

How To   • "Selecting Block Implementations with hdlset_param" on page 4-16

hdlsetup

Purpose   Set general model parameters for HDL code generation

Syntax
```
hdlsetup
hdlsetup('model')
```

Description   hdlsetup changes the parameters of the current model (bdroot) to values that are commonly used for HDL code generation.

hdlsetup('model') changes the parameters of the model specified by the 'model' argument to values that are commonly used for HDL code generation.

A model should be open before you invoke the hdlsetup command.

The hdlsetup command uses the set_param function to set up models for HDL code generation quickly and consistently. The model parameters settings provided by hdlsetup are intended as useful defaults, but they may not be appropriate for all your applications.

To view the complete set of model parameters affected by hdlsetup, view hdlsetup.m in the MATLAB editor.

See the "Model Parameters" table in the "Model and Block Parameters" section of the Simulink documentation for a summary of user-settable model parameters.

How hdlsetup Configures Solver Options

hdlsetup configures **Solver** options that are recommended or required by the coder. These are

- **Type**: Fixed-step. This is the recommended solver type for most HDL applications.

  The coder currently supports variable-step solvers under the following limited conditions:

  - The device under test (DUT) is single-rate.

  - The sample times of all signals driving the DUT are greater than 0.

- **Solver**: `Discrete (no continuous states)`. Other fixed-step solvers could be selected, but this option is usually the correct one for simulating discrete systems.

- **Tasking mode**: `SingleTasking`. The coder does not currently support models that execute in multitasking mode.

  Do not set **Tasking mode** to `Auto`.

makehdl

Purpose   Generate HDL RTL code from model or subsystem

Syntax
```
makehdl(bdroot)
makehdl('modelname')
makehdl('modelname/subsys')
makehdl(gcb)
makehdl(bdroot, 'PropertyName', PropertyValue,...)
makehdl('modelname', 'PropertyName', PropertyValue,...)
makehdl('modelname/subsys','PropertyName',PropertyValue,...)
makehdl(gcb, 'PropertyName', PropertyValue,...)
```

Description   makehdl generates HDL RTL code (VHDL or Verilog) from a model or
subsystem. We will refer to a model or subsystem from which code is
generated as the *device under test (DUT)*.

makehdl(bdroot) generates HDL code from the current model, using
default values for all properties.

makehdl('modelname') generates HDL code from the model explicitly
specified by 'modelname', using default values for all properties.

makehdl('modelname/subsys') generates HDL code from a subsystem
within the model specified by 'modelname', using default values for all
properties.

'subsys' specifies the name of the subsystem. In the current release,
this must be a subsystem at the top (root) level of the current model; it
cannot be a subsystem nested at a lower level of the model hierarchy.

makehdl(gcb) generates HDL code from the currently selected
subsystem within the current model, using default values for all
properties.

makehdl(bdroot, 'PropertyName', PropertyValue,...) generates
HDL code from the current model, explicitly specifying one or more code
generation options as property/value pairs.

makehdl('modelname', 'PropertyName', PropertyValue,...)
generates HDL code from the model explicitly specified by 'modelname',

explicitly specifying one or more code generation options as property/value pairs.

makehdl('modelname/subsys','PropertyName',PropertyValue,...)
generates HDL code from a subsystem within the model specified by
'modelname', explicitly specifying one or more code generation options
as property/value pairs.

'subsys' specifies the name of the subsystem. In the current release,
this must be a subsystem at the top (root) level of the current model; it
cannot be a subsystem nested at a lower level of the model hierarchy.

makehdl(gcb, 'PropertyName', PropertyValue,...) generates
HDL code from the currently selected subsystem within the current
model, explicitly specifying one or more code generation options as
property/value pairs.

Property/value pairs are passed in the form

```
'PropertyName', PropertyValue
```

These property settings determine characteristics of the generated code,
such as HDL element naming and whether certain optimizations are
applied. The next section, "HDL Code Generation Defaults" on page
20-33, summarizes the default actions of the code generator.

For detailed descriptions of each property and its effect on generated
code, see Chapter 18, "Properties — Alphabetical List", and Chapter
19, "Property Reference".

HDL Code Generation Defaults

This section summarizes the default actions of the code generator. Most
defaults can be overridden by passing in appropriate property/value
settings to makehdl. Chapter 18, "Properties — Alphabetical List"
describes all makehdl properties in detail.

Target Language, File Packaging and Naming

- The TargetLanguage property determines whether VHDL or
  Verilog code is generated. The default is VHDL.

makehdl

- makehdl writes generated files to hdlsrc, a subfolder of the current working folder. This folder is called the *target folder* . makehdl creates a target folder if it does not already exist.

- makehdl generates separate HDL source files for the DUT and each subsystem within it. In addition, makehdl generates script files for HDL simulation and synthesis tools. File names derive from the name of the DUT. File names are assigned by the coder and are not user-assignable. The following table summarizes file-naming conventions.

File	Name
Verilog source code	*system*.v, where *system* is the name of the DUT.
VHDL source code	*system*.vhd, where *system* is the name of the DUT.
Timing controller code	*system_tc*, where *system* is the name of the DUT and *_tc* is the current value of the property TimingControllerPostfix. This file contains a module defining timing signals (clock, reset, external clock enable inputs and clock enable output) in a separate entity or module. Timing controller code is generated if required by the design; a purely combinatorial model does not generate timing controller code.
Mentor Graphics ModelSim compilation script	*system*_compile.do, where *system* is the name of the DUT.

File	Name
Synplify synthesis script	*system*_synplify.tcl, where *system* is the name of the DUT.
VHDL package file	*system*_pkg.vhd, where *system* is the name of the DUT. A package file is generated only if the design requires a VHDL package.
Mapping file	*system*_map.txt, where *system* is the name of the DUT. This report file maps generated entities (or modules) to the subsystems that generated them. See "Code Tracing Using the Mapping File" on page 10-37.

Entities, Ports, and Signals

- Unique names are assigned to generated VHDL entities or Verilog modules. Entity or module names are derived from the names of the DUT. Name conflicts are resolved by the use of a postfix string.

- HDL port names are assigned according to the following conventions:

HDL Port	Name
Input	Same as corresponding port name on the DUT (name conflicts resolved according to rules of the target language)
Output	Same as corresponding port name on the DUT (name conflicts resolved according to rules of the target language)

makehdl

HDL Port	Name
Clock input	`clk`
Clock enable input	`clk_enable`
Clock enable output	`ce_out`
Reset input	`reset`

- HDL port directions and data types

  - Port direction: `IN` or `OUT`, corresponding to the port on the DUT.

  - Clock, clock enable, and reset port data types: VHDL type `STD_LOGIC_VECTOR` or Verilog type `wire`.

  - Input and output port data types: VHDL type `STD_LOGIC_VECTOR` or Verilog type `wire`. Port widths are determined by the model.

- HDL signal names and data types:

  - HDL signals generated from named signals in the model retain their signal names.

  - For unnamed signals in the model, HDL signal names are derived from the concatenated names of the block and port connected to the signal in the DUT: *blockname_portname*. Conflicting names are made unique according to VHDL or Verilog rules.

  - Signal data types are determined by the data type of the corresponding signal in the model. Each signal declaration is annotated with a comment indicating the data type.

General HDL Code Settings

- VHDL-specific defaults:

  - Generated VHDL files include both entity and architecture code.

       – VHDL configurations are placed in any file that instantiates a component.

       – VHDL code checks for rising edges via the logic `IF clock'event AND clock='1' THEN...` , when operating on registers.

       – When creating labels for VHDL `GENERATE` statements, `makehdl` appends `_gen` to section and block names. `makehdl` names output assignment block labels with the string `outputgen`.

- A type-safe representation is used for concatenated zeros: `'0' & '0'`...

- Generated code for registers uses asynchronous reset logic with an active-high (1) reset level.

- The postfix string `_process` is appended to process names.

- On Microsoft® Windows® platforms, carriage return/linefeed (CRLF) character sequences are never emitted in generated code.

Code Optimizations

- In general, generated HDL code produces results that are bit-true and cycle-accurate with respect to the original model (that is, the HDL code exactly reproduces simulation results from the model).

  However, some block implementations generate code that includes certain block-specific performance and area optimizations. These optimizations can produce numeric results or timing differences that differ from those produced by the original model (see Chapter 9, "Generating Bit-True Cycle-Accurate Models").

Examples
- The following call to `makehdl` generates Verilog code for the subsystem symmetric_fir within the model sfir_fixed.

makehdl

```
makehdl('sfir_fixed/symmetric_fir','TargetLanguage', 'Verilog')
```

- The following call to makehdl generates VHDL code for the current model. Code is generated into the target folder hdlsrc, with all code generation options set to default values.

```
makehdl(bdroot)
```

- The following call to makehdl directs the HDL compatibility checker (see checkhdl) to check the subsystem symmetric_fir within the model sfir_fixed before code generation starts. If no compatibility errors are encountered, makehdl generates VHDL code for the subsystem symmetric_fir. Code is generated into the target folder hdlsrc, with all code generation options set to default values.

```
makehdl('sfir_fixed/symmetric_fir','CheckHDL','on')
```

How To
- makehdltb
- checkhdl

Purpose   Generate HDL test bench from model

Syntax   `makehdltb('modelname/subsys')`
                   `makehdltb('modelname/subsys', 'PropertyName', PropertyValue,`
                   `   ...)`

Description   `makehdltb('modelname/subsys')` generates an HDL test bench from
                   the specified subsystem within a model, using default values for all
                   properties. The *modelname/subsys* argument gives the path to the
                   subsystem under test. This subsystem must be at the top (root) level of
                   the current model. The generated test bench is designed to interface
                   to and validate HDL code generated from *subsys* (or from a subsystem
                   with a functionally identical public interface).

                   A typical practice is to generate HDL code for a subsystem, followed
                   immediately by generation of a test bench to validate the same
                   subsystem (see "Examples" on page 20-42).

                   Note If `makehdl` has not previously executed successfully within the
                   current session, `makehdltb` generates model code before generating
                   the test bench code.

                   Test bench code and model code must both be generated in the same
                   target language. If the target language specified for `makehdltb` differs
                   from the target language specified for the previous `makehdl` execution,
                   `makehdltb` will regenerate model code in the same language specified
                   for the test bench.

                   Properties passed in to `makehdl` persist after `makehdl` executes, and
                   (unless explicitly overridden) will be passed in to subsequent `makehdltb`
                   calls during the same session.

                   `makehdltb('modelname/subsys', 'PropertyName',`
                   `PropertyValue,...)` generates an HDL test bench from the specified

subsystem within a model, explicitly specifying one or more code generation options as property/value pairs.

Property/value pairs are passed in the form

```
'PropertyName', PropertyValue
```

These property settings determine characteristics of the test bench code. Many of these properties are identical to those for `makehdl`, while others are specific to test bench generation (for example, options for generation of test bench stimuli). The next section, "Defaults for Test Bench Code Generation" on page 20-40, summarizes the defaults that are specific to generated test bench code.

For detailed descriptions of each property and its effect on generated code, see Chapter 18, "Properties — Alphabetical List", and Chapter 19, "Property Reference".

Generating Stimulus and Output Data

`makehdltb` generates test data from signals connected to inputs of the subsystem under test. Sample values for each stimulus signal are computed and stored for each time step of the simulation. The signal data is represented as arrays in the generated test bench code.

To help you validate generated HDL code, `makehdltb` also generates output data from signals connected to outputs of the subsystem under test. Like input data, sample values for each output signal are computed and stored for each time step of the simulation. The signal data is represented as arrays in the generated test bench code.

The total simulation time (set by the model's **Stop Time** parameter) determines the size of the stimulus and output data arrays. Computation of sample values can be time-consuming. Consider speeding up generation of signal data by entering a shorter **Stop Time**.

Defaults for Test Bench Code Generation

This section describes defaults that apply specifically to generation of test bench code. `makehdltb` has many properties and defaults in

common with `makehdl`. See "HDL Code Generation Defaults" on page 20-33 for a summary of these common properties and defaults.

File Packaging and Naming

By default, `makehdltb` generates an HDL source file containing test bench code and arrays of stimulus and output data. In addition, `makehdltb` generates script files that let you execute a simulation of the test bench and the HDL entity under test. Generated test bench file names (like `makehdl` generated file names) are based on the name of the DUT. The following table summarizes the default test bench file-naming conventions.

File	Name
Verilog test bench	*system*_tb.v, where *system* is the name of the system under test
VHDL test bench	*system*_tb.vhd, where *system* is the name of the system under test
Mentor Graphics ModelSim compilation script	*system*_tb_compile.do, where *system* is the name of the DUT
Mentor Graphics ModelSim simulation script	*system*_tb_sim.do, where *system* is the name of the DUT

Other Test Bench Settings

- The test bench forces clock, clock enable, and reset input signals.

- The test bench forces clock enable and reset input to active high (1).

makehdltb

- The clock input signal is driven high (1) for 5 nanoseconds and low (0) for 5 nanoseconds.

- The test bench forces reset signals.

- The test bench applies a hold time of 2 nanoseconds to reset and data input signals.

Examples In the following example, makehdl generates VHDL code for the subsystem symmetric_fir. After the coder indicates successful completion of code generation, makehdltb generates a VHDL test bench for the same subsystem.

```
makehdl('sfir_fixed/symmetric_fir')
### Applying HDL Code Generation Control Statements


### Begin VHDL Code Generation
### Working on sfir_fixed/symmetric_fir as hdlsrc\symmetric_fir.vhd
### HDL Code Generation Complete.
makehdltb('sfir_fixed/symmetric_fir')
### Begin TestBench Generation
### Generating Test bench: hdlsrc\symmetric_fir_tb.vhd
### Please wait ...


### HDL TestBench Generation Complete.
```

How To • makehdl

Function Reference

Code Generation Functions

makehdl	Generate HDL RTL code from model or subsystem
makehdltb	Generate HDL test bench from model

HDL Block and Model Parameter Utilities

hdldispblkparams	Display HDL block parameters that have nondefault values
hdldispmdlparams	Display HDL model parameters that have nondefault values
hdlget_param	Return value of specified HDL block-level parameter (or of all parameters) for specified block
hdlset_param	Set HDL-related parameters at model or block level

Utility Functions

checkhdl	Check subsystem or model for HDL code generation compatibility
hdladvisor	Display HDL Workflow Advisor
hdllib	Create library of blocks that support HDL code generation
hdlsetup	Set general model parameters for HDL code generation

Control File Utilities

hdlapplycontrolfile	Apply control file settings to model
hdlnewblackbox	Generate customizable control file from selected subsystem or blocks
hdlnewcontrol	Construct code generation control object for use in control file
hdlnewcontrolfile	Generate customizable control file from selected subsystem or blocks
hdlnewforeach	Generate forEach calls for insertion into code generation control files

Examples

Use this list to find examples in the documentation.

Generating HDL Code Using the Command Line Interface

Generating HDL Code Using the GUI

Verifying Generated HDL Code in an HDL Simulator

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