

Introduction to Simulation of VHDL Designs Using ModelSim Graphical Waveform Editor

For Quartus II 14.1

1 Introduction

This tutorial provides an introduction to simulation of logic circuits using the Graphical Waveform Editor in the ModelSim Simulator. It shows how the simulator can be used to perform functional simulation of a circuit specified in VHDL hardware description language. It is intended for a student in an introductory course on logic circuits, who has just started learning this material and needs to acquire quickly a rudimentary understanding of simulation.

Contents:

- Design Project
- Creating Waveforms for Simulation
- Simulation
- Making Changes and Resimulating
- Concluding Remarks

2 Background

ModelSim is a powerful simulator that can be used to simulate the behavior and performance of logic circuits. This tutorial gives a rudimentary introduction to functional simulation of circuits, using the graphical waveform editing capability of ModelSim. It discusses only a small subset of ModelSim features.

The simulator allows the user to apply inputs to the designed circuit, usually referred to as *test vectors*, and to observe the outputs generated in response. The user can use the Waveform Editor to represent the input signals as waveforms.

In this tutorial, the reader will learn about:

- Test vectors needed to test the designed circuit
- Using the ModelSim Graphical Waveform Editor to draw test vectors
- Functional simulation, which is used to verify the functional correctness of a synthesized circuit

This tutorial is aimed at the reader who wishes to simulate circuits defined by using the VHDL hardware description language. An equivalent tutorial is available for the user who prefers the Verilog language.

PREREQUISITE

The reader is expected to have access to a computer that has ModelSim-SE software installed.

3 Design Project

To illustrate the simulation process, we will use a very simple logic circuit that implements the majority function of three inputs, x_1 , x_2 and x_3 . The circuit is defined by the expression

$$f(x_1, x_2, x_3) = x_1 x_2 + x_1 x_3 + x_2 x_3$$

In VHDL, this circuit can be specified as follows:

LIBRARY ieee ; USE ieee.std_logic_1164.all ; ENTITY majority IS PORT (x1, x2, x3 : IN STD_LOGIC ; f : OUT STD_LOGIC) ; END majority; ARCHITECTURE LogicFunction OF majority IS BEGIN f <= (x1 AND x2) OR (x1 AND x3) OR (x2 AND x3); END LogicFunction; Enter this code into a file called *majority.vhd*.

ModelSim performs simulation in the context of *projects* – one project at a time. A project includes the design files that specify the circuit to be simulated. We will first create a directory (folder) to hold the project used in the tutorial. Create a new directory and call it *modelsim_intro*. Copy the file *majority.vhd* into this directory.

Open the ModelSim simulator. In the displayed window select File > New > Project, as shown in Figure 1.

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ModelSim>		-
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Figure 1. The ModelSim window.

A Create Project pop-up box will appear, as illustrated in Figure 2. Specify the name of the project; we chose the name *majority*. Use the Browse button in the Project Location box to specify the location of the directory that you created for the project. ModelSim uses a working library to contain the information on the design in progress; in the Default Library Name field we used the name *work*. Click OK.

M Create Project	×
Project Name	
majority	
Project Location	
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ds/modelsim_ae/modelsim.ini Bro	owse
Copy Library Mappings C Reference Librar	y Mappings
OK	Cancel

Figure 2. Created Project window.

In the pop-up window in Figure 3, click on Add Existing File and add the file *majority.vhd* to the project as shown in Figure 4. Click OK, then close the windows.

Add items to the Pr	roject 📉 📉
Click on the icon to	add items of that type:
Create New File	Add Existing File
Create Simulation	Create New Folder
	Close

Figure 3. Add Items window.

M Add file to Project		×
File Name		
D:/modelsim_intro/majority	.vhd	Browse
Add file as type	Folder Top Level	
Reference from current location	Copy to project directo	ory
	OK	Cancel

Figure 4. Add Items window.

At this point, the main Modelsim window will include the file as indicated in Figure 5. Observe that there is a question mark in the Status column. Now, select Compile > Compile All, which leads to the window in Figure 6 indicating in the Transcript window (at the bottom) that the circuit in the *majority.vhd* file was successfully compiled. Note that this is also indicated by a check mark in the Status column. The circuit is now ready for simulation.

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Figure 5. Updated ModelSim window.

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<pre># Compile of majority.vhd was successful.</pre>	
ModelSim>	
<u> </u>	_
Project : majority <no design="" loaded=""> <no context=""></no></no>	1.

Figure 6. ModelSim window after compilation.

4 Creating Waveforms for Simulation

To perform simulation of the designed circuit, it is necessary to enter the simulation mode by selecting Simulate > Start Simulation. This leads to the window in Figure 7.

Start Simulation			X
Design VHDL Verilog	Libraries	SDF Others	< »
▼ Name	Туре	Path	
- work	Library	D:/modelsim_intro/work	
+ E majority	Entity	D:/modelsim_intro/majority.vhd	
+ 220model	Library	\$MODEL_TECH//altera/vhdl/220model	
+ 220model_ver	Library	\$MODEL_TECH//altera/verilog/220m	
+ altera	Library	\$MODEL_TECH//altera/vhdl/altera	
⊥ altera_Insim	Library	\$MODEL_TECH//altera/vhdl/altera_l	
+ altera_Insim_ver	Library	\$MODEL_TECH//altera/verilog/altera	
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1 1			
 ⊤Design Unit(s)		Resolution	
work.majority		default	
Optimization			
Enable optimization		Optimization Option	ons
		OK	Cancel

Figure 7. Start Simulation window.

Expand the *work* directory and select the design called *majority*, as shown in the figure. Then click OK. Now, an Objects window appears in the main ModelSim window. It shows the input and output signals of the designed circuit, as depicted in Figure 8.

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▼ Instance	Design unit	Design unit type	▼ Name	Value	Kind		Mode	
majority	majority(logicfu	Architecture	🥠 x1		Signal		In	
- line_9	majority(logicfu	Process	🥠 x2		Signal		In	
🗾 standard	standard	Package	🥠 x3		Signal		In	
🗾 textio	textio	Package	🖕 f		Signal		Out	
d std_logic_1164	std_logic_1164	Package						
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Figure 8. Signals in the Objects window.

To simulate the circuit we must first specify the values of input signals, which can be done by drawing the input waveforms using the Graphical Waveform Editor. Select View > Wave which will open the Wave window depicted in Figure 9. The Wave window may appear as a part of the main ModelSim window; in this case undock it by clicking on the Dock/Undock icon a in the top right corner of the window and resize it to a suitable size. If the

Wave window does not appear after undocking, then select View > Wave in the main ModelSim window.

We will run the simulation for 800 ns; so, select View > Zoom > Zoom Range and in the pop-up window that will appear specify the range from 0 to 800 ns. This should produce the image in Figure 9.

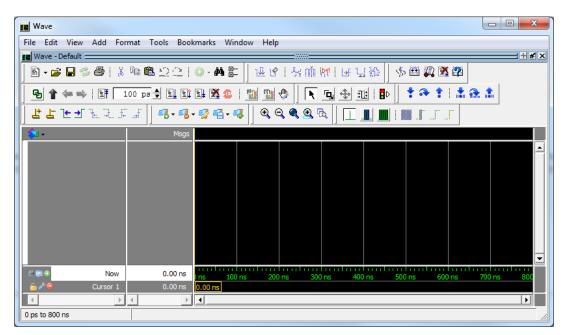


Figure 9. The Wave window.

For our simple circuit, we can do a complete simulation by applying all eight possible valuations of the input signals x_1 , x_2 and x_3 . The output f should then display the logic values defined by the truth table for the majority function. We will first draw the waveform for the x_1 input. In the Objects window, right-click on x_1 . Then, choose Modify > Apply Wave in the drop-down box that appears, as shown in Figure 10. This leads to the window in Figure 11, which makes it possible to specify the value of the selected signal in a time period that has to be defined. Choose Constant as the desired pattern, zero as the start time, and 400 ns as the end time. Click Next. In the window in Figure 12, enter 0 as the desired logic value. Click Finish. Now, the specified signal appears in the Wave window, as indicated in Figure 13.

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			Apply Wave	

Figure 10. Selecting a signal in the Objects window.

Create Pattern Wizard					×
Generate a waveform for any signal for the chosen pattern. The allowed patterns are: Constant Clock Random Repeater Counter	•	Select Patterns Patterns C Clock C Constant C Random C Repeater C Counter	Signal Name sim:/majori Start Time O	End Time 400	Time Unit
			<u>-</u>	< Previous Next >	Cancel

Figure 11. Specifying the type and duration of a signal.

sim:/majority/x1 <pattern :="" constant<br="">Specify the Constant Pattern Attributes.</pattern>	Constant Attributes
	< Previous Finish Cancel

Figure 12. Specifying the value of a signal.

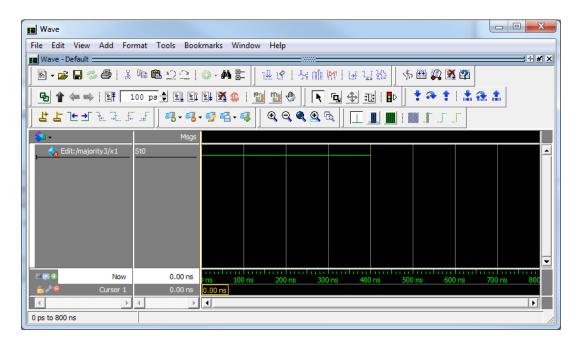


Figure 13. The updated Wave window.

To draw the rest of the x_1 signal, right-click on its name in the Wave window. In the drop-down window that appears, select Edit > Create/Modify Waveform. This leads again to the window in Figure 11. Now, specify 400 ns as the start time and 800 ns as the end time. Click Next. In the window in Figure 12, specify 1 as the required logic value. Click Finish. This completes the waveform for x_1 , as displayed in Figure 14.

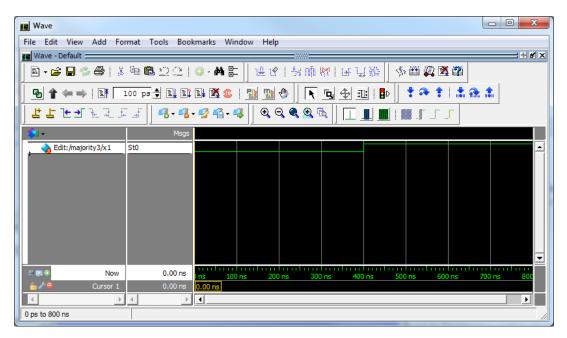


Figure 14. The completed waveform for x_1 input.

ModelSim provides different possibilities for creating and editing waveforms. To illustrate another approach, we will specify the waveform for x_2 by first creating it to have a 0 value throughout the simulation period, and then editing it to produce the required waveform. Repeat the above procedure, by right-clicking on x_2 in the Objects window, to create a waveform for x_2 that has the value 0 in the interval 0 to 800 ns. So far, we used the Wave window in the Select Mode which is indicated by the highlighted icon \clubsuit . Now, click on the Edit Mode icon \blacksquare , and then right-click to reach the drop-down menu shown in Figure 15 and select Wave Edit if it has not been checked. Note that this causes the toolbar menu to include new icons for use in the editing process.

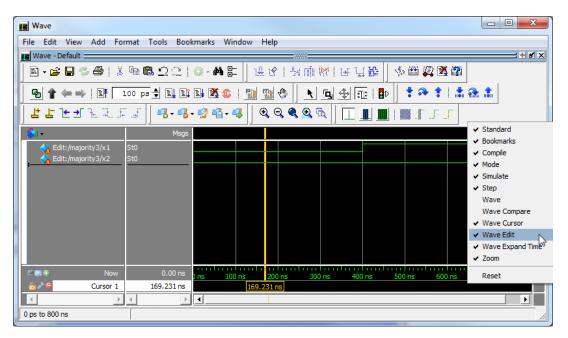


Figure 15. Selecting the Wave Edit mode.

The waveform for x_2 should change from 0 to 1 at 200 ns, then back to 0 at 400 ns, and again to 1 at 600 ns. Select x_2 for editing by clicking on it. Then, click just to the right of the 200-ns point, hold the mouse button down and sweep to the right until you reach the 400-ns point. The chosen interval will be highlighted in white, as shown in Figure 16. Observe that the yellow cursor line appears and moves as you sweep along the time interval. To change the value of the waveform in the selected interval, click on the Invert icon as illustrated in the figure. A pop-up box in Figure 17 will appear, showing the start and end times of the selected interval. If the displayed times are not exactly 200 and 400 ns, then correct them accordingly and click OK. The modified waveform is displayed in Figure 18. Use the same approach to change the value of x_2 to 1 in the interval from 600 to 800 ns, which should yield the result in Figure 19.

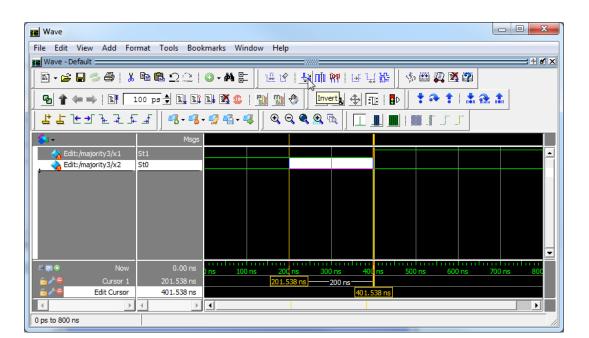


Figure 16. Editing the waveform.

M Edit Invert		×
Signal Name		
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		OK Cancel

Figure 17. Specifying the exact time interval.

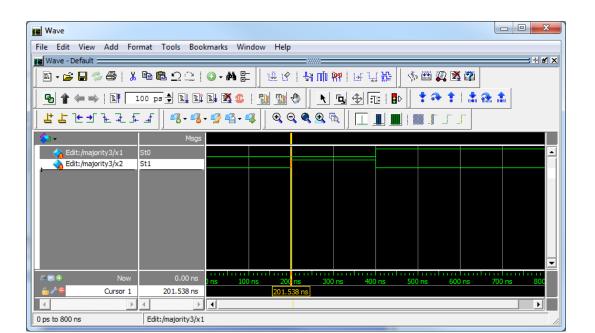


Figure 18. The modified waveform.

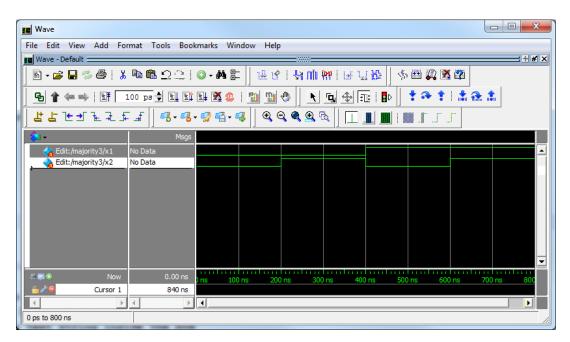


Figure 19. Completed waveforms for x_1 and x_2 .

We will use a third approach to draw the waveform for x_3 . This signal should alternate between 0 and 1 logic values at each 100-ns interval. Such a regular pattern is indicative of a *clock* signal that is used in many logic circuits.

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To illustrate how a clock signal can be defined, we will specify x_3 in this manner. Right-click on the x_3 input in the Objects window and select Modify > Apply Wave. In the Create Pattern Wizard window, select Clock as the required pattern, and specify 0 and 800 ns as the start and end times, respectively, as indicated in Figure 20. Click Next, which leads to the window in Figure 21. Here, specify 0 as the initial value, 200 ns as the clock period, and 50 as the duty cycle. Click Finish. Now, the waveform for x_3 is included in the Wave window.

Generate a waveform for any signal for the chosen pattern. The allowed patterns are: Constant Clock Random Repeater Counter	Select Pattern Patterns Clock Constant Random Repeater Counter	Signal Name sim:/majori: Start Time O	End Time	Time Unit
		<	Previous Next >	Cancel

Figure 20. Selecting a signal of clock type.

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	Specify the Clock Pattern Attributes.	Clock Attributes Initial Value 0 Clock Period 200 Duty Cycle 50	Time Unit
	<	Previous Finish	Cancel

Figure 21. Defining the characteristics of a clock signal.

Lastly, it is necessary to include the output signal f. Right-click on f in the Objects window. In the drop-down menu that appears, select Add to > Wave > Selected Signals as shown in Figure 22. The result is the image in Figure 23.

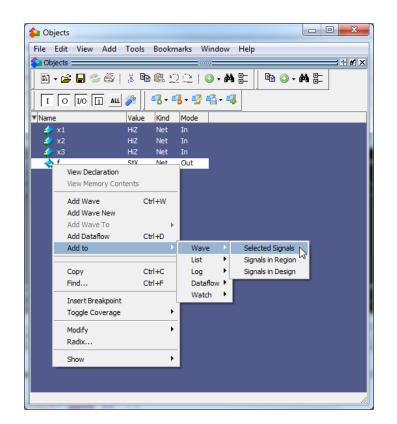


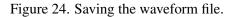
Figure 22. Adding a signal to the Wave window.

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Figure 23. The completed Wave window.

Save the created waveforms as *majority.do* file, as indicated in Figure 24.

M Save Format		×
Pathname		
D:/modelsim_intro/majority.do		Browse
Save contents		
	ОК	Cancel



5 Simulation

To perform the simulation, open the Wave window and specify that the simulation should run for 800 ns, as indicated in Figure 25. Then, click on the Run-All icon, as shown in Figure 26. The result of the simulation will be displayed as presented in Figure 27. Observe that the output f is equal to 1 whenever two or three inputs have the value 1, which verifies the correctness of our design.

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Figure 25. Setting the simulation interval.

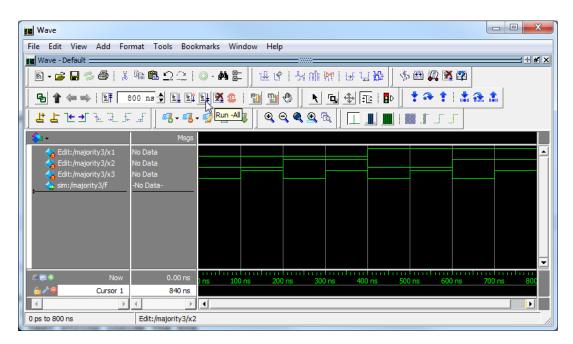


Figure 26. Running the simulation.

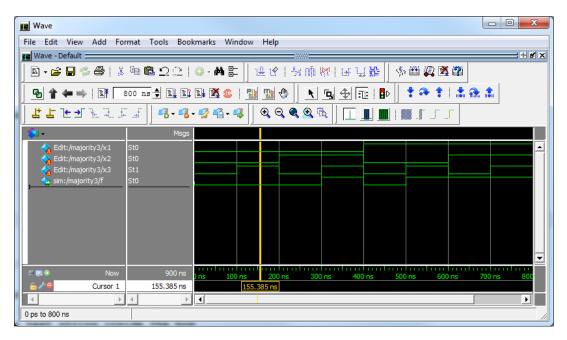


Figure 27. Result of the simulation.

6 Making Changes and Resimulating

Changes in the input waveforms can be made using the approaches explained above. Then, it is necessary to resimulate the circuit using the altered waveforms. For example, change the waveform for x_1 to have the logic value 1 in the interval from 0 to 200 ns, as indicated in Figure 28. Now, click on the Restart icon shown in the figure. A pop-up box in Figure 29 will appear. Leave the default entries and click OK. Upon returning to the Wave window, simulate the design again by clicking on the Run-All icon. The result is given in Figure 30.

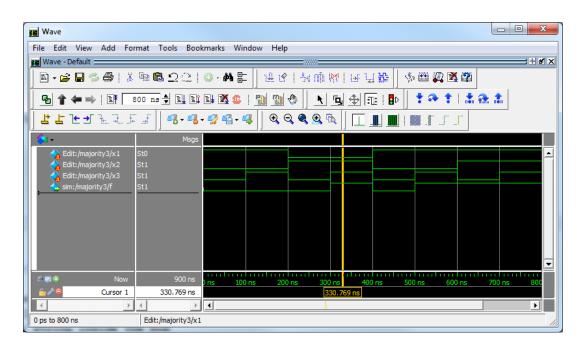


Figure 28. Changed input waveforms.

Restart
Keep:
List Format
Wave Format
✓ Breakpoints
✓ Logged Signals
Virtual Definitions
Assertions
Cover Directives
ATV Format
OK Cancel

Figure 29. The Restart box.

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Figure 30. Result of the new simulation.

Simulation is a continuous process. It can be stopped by selecting Simulate > End Simulation in the main Model-Sim window.

7 Concluding Remarks

The purpose of this tutorial is to provide a quick introduction to ModelSim, explaining only the rudimentary aspects of functional simulation that can be performed using the ModelSim Graphical User Interface. More details about the ModelSim GUI and its use in simulation can be found in the *Generating Stimulus with Waveform Editor* chapter of *ModelSim SE User's Manual*, which is available as part of an installed ModelSim-SE simulator.

A more extensive discussion of simulation using the ModelSim simulator is provided in the tutorial *Using ModelSim* to Simulate Logic Circuits for Altera Devices, which is available on Altera's University Program Web site.

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