Verification Continuum™

Synopsys

Synplify Pro for Microchip Attribute Reference Manual

October 2020

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Synopsys, Inc.
690 East Middlefield Road
Mountain View, CA 94043
www.synopsys.com

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CHAPTER 1

Introduction

This document is part of a set that includes reference and procedural information for the Synopsys® FPGA synthesis tools.

This document describes the attributes and directives available in the tool. The attributes and directives let you direct the way a design is analyzed, optimized, and mapped during synthesis.

This chapter includes the following introductory information:

- How Attributes and Directives are Specified, on page 8
- Summary of Attributes and Directives, on page 16

How Attributes and Directives are Specified

By definition, *attributes* control mapping optimizations and *directives* control compiler optimizations. Because of this difference, directives must be entered directly in the HDL source code or through a compiler design constraint file. Attributes can be entered either in the source code, in the SCOPE Attributes tab, or manually in a constraint file. For detailed procedures on different ways to specify attributes and directives, see Specifying Attributes and Directives, on page 93 in the *User Guide*.

Verilog files are case sensitive, so attributes and directives must be entered exactly as presented in the syntax descriptions. For more information about specifying attributes and directives using C-style and Verilog 2001 syntax, see Verilog Attribute and Directive Syntax, on page 129.

The SCOPE Attributes Tab

This section describes how to enter attributes using the SCOPE Attributes tab. To use the SCOPE spreadsheet, use this procedure:

1. Start with a compiled design, then open the SCOPE window.
2. Scroll if needed and click the Attributes tab.
3. Click in the Attribute cell and use the pull-down menus to enter the appropriate attributes and their values.

The Attributes panel includes the following columns.

Column	Description
Enabled	(Required) Turn this on to enable the constraint.
Object Type	Specifies the type of object to which the attribute is assigned. Choose from the pull-down list, to filter the available choices in the Object field.
Object	(Required) Specifies the object to which the attribute is attached. This field is synchronized with the Attribute field, so selecting an object here filters the available choices in the Attribute field. You can also drag and drop an object from the RTL or Technology view into this column.

Attribute	(Required) Specifies the attribute name. You can choose from a pull-down list that includes all available attributes for the specified technology. This field is synchronized with the Object field. If you select an object first, the attribute list is filtered. If you select an attribute first, the synthesis tool filters the available choices in the Object field. You must select an attribute before entering a value.
Value	(Required) Specifies the attribute value. You must specify the attribute first. Clicking in the column displays the default value; a drop-down arrow lists available values where appropriate.
Val Type	Specifies the kind of value for the attribute. For example, string or boolean.
Description	Contains a one-line description of the attribute.
Comment	Contains any comments you want to add about the attributes.

For more details on how to use the Attributes panel of the SCOPE spreadsheet, see Specifying Attributes Using the SCOPE Editor, on page 96 in the *User Guide.*

When you use the SCOPE spreadsheet to create and modify a constraint file, the proper define_attribute or define_global_attribute statement is automatically generated for the constraint file. The following shows the syntax for these statements as they appear in the constraint file.

define_attribute {*object***}** *attributeName* **{***value***}**

define_global_attribute *attributeName* **{***value***}**

object	The design object, such as module, signal, input, instance, port, or wire name. The object naming syntax varies, depending on whether your source code is in Verilog or VHDL format. See syn_black_box, on page 63 for details about the syntax conventions. If you have mixed input files, use the object naming syntax appropriate for the format in which the object is defined. Global attributes, since they apply to an entire design, do not use an *object* argument.
attributeName	The name of the synthesis attribute. This must be an attribute, not a directive, as directives are not supported in constraint files.
value	String, integer, or boolean value.

See Summary of Global Attributes, on page 17 for more details on specifying global attributes in the synthesis environment.

// Example -- Verilog compiled into default library

```
//Entry in .cdc file:
// define_directive {v:sub} {syn_black_box} {1}
module top (
input clock,
input reset,
input din,
input din1,
output dout );
sub UUT (clock, reset, din, din1, dout);
endmodule
module sub (
input clock,
input reset,
input din,
input din1,
output reg dout );
always@(posedge clock)
begin
if (reset == 1’b1)
dout = 0;
else
dout = din | din1;
end
endmodule
```

// Example -- Verilog compiled into defined library

```
//Entry in .cdc file (compiles submodule into MyLib):
// define_directive {v:MyLib.sub} {syn_black_box} {1}
//top.v
module top (
input a,
input b,
output c,
output d );
sub inst1 (.a(a), .b(b), .c(c), .d(d) );
endmodule
//sub.v
module sub (
input a,
input b,
output c,
output d );
assign c = a & b;
assign d = top.a;
endmodule
```

-- Example -- VHDL compiled into default library

```
--Entry in .cdc file:
-- define_directive {v:sub} {syn_black_box} {1}
--top.vhd
library ieee;
use ieee.std_logic_1164.all;
```

```
entity top is
port (clk : in std_logic;
din : in std_logic_vector(3 downto 0);
din1 : in std_logic_vector(3 downto 0);
dout : out std_logic_vector(3 downto 0) );
end top;
architecture RTL of top is
component sub
port (clk : in std_logic;
din : in std_logic_vector(3 downto 0);
din1 : in std_logic_vector(3 downto 0);
dout : out std_logic_vector(3 downto 0) );
end component;
begin
UUT : sub port map (
clk => clk,
din => din,
din1 => din1,
dout => dout );
end RTL;
--sub.vhd
library ieee;
use ieee.std_logic_1164.all;
entity sub is
port (clk : in std_logic;
din : in std_logic_vector(3 downto 0);
din1 : in std_logic_vector(3 downto 0);
```

```
dout : out std_logic_vector(3 downto 0) );
end sub;
architecture RTL of sub is
begin
process (clk)
begin
if rising_edge(clk) then
dout <= din or din1;
end if;
end process;
end RTL;
```

-- Example -- VHDL compiled into defined library

```
--Entry in .cdc file (compiles submodule into MyLib):
-- define_directive {v:MyLib.sub(RTL_1)} {syn_black_box} {1}
--Top.vhd
library ieee;
use ieee.std_logic_1164.all;
library MyLib;
use MyLib.all;
entity top is
port (clk : in std_logic;
din : in std_logic;
dout : out std_logic );
end top;
architecture RTL of top is
```

```
signal inter : std_logic;
component sub
port (clk : in std_logic;
din : in std_logic;
dout : out std_logic );
end component;
for UUT1 : sub
use entity work.sub(RTL_1)
port map ( clk => clk, din => din, dout => dout);
for UUT2 : sub
use entity work.sub(RTL_2)
port map ( clk => clk, din => din, dout => dout);
begin
UUT1 : entity MyLib.sub(RTL_1)
port map (
clk => clk,
din => din,
dout => inter );
UUT2 : sub
port map (
clk => clk,
din => inter,
dout => dout );
end RTL;
--sub.vhd
library ieee;
use ieee.std_logic_1164.all;
```

```
entity sub is
port (
clk : in std_logic;
din : in std_logic;
dout : out std_logic );
end sub;
architecture RTL_1 of sub is
begin
process (clk)
begin
if rising_edge(clk) then
dout <= din;
end if;
end process;
end RTL_1;
architecture RTL_2 of sub is
begin
process (clk)
begin
if rising_edge(clk) then
dout <= not din;
end if;
end process;
end RTL_2;
```

Summary of Attributes and Directives

The following sections summarize the synthesis attributes and directives:

- Chapter 2, *Attributes and Directives*

For detailed descriptions of individual attributes and directives, see the individual attributes and directives, which are listed in alphabetical order.

Summary of Global Attributes

Design attributes in the synthesis environment can be defined either globally, (values are applied to all objects of the specified type in the design), or locally, values are applied only to the specified design object (module, view, port, instance, clock, and so on). When an attribute is set both globally and locally on a design object, the local specification overrides the global specification for the object.

In general, the syntax for specifying a global attribute in a constraint file is:

define_global_attribute *attribute_name* **{***value***}**

The table below contains a list of attributes that can be specified globally in the synthesis environment. For complete descriptions of any of the attributes listed below, see Chapter 2, *Attributes and Directives*.

Global Attribute	Can Also Be Set On Design Objects
syn_allow_retiming	x
syn_global_buffers	x
syn_hier	x
syn_multstyle	x
syn_netlist_hierarchy	
syn_noarrayports	
syn_noclockbuf	x
syn_ramstyle	x
syn_replicate	x
syn_romstyle	x
syn_srlstyle	x

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CHAPTER 2

Attributes and Directives

All attributes and directives supported for synthesis are listed in alphabetical order. Each command includes syntax, option and argument descriptions, and examples. You can apply attributes and directives globally or locally on a design object.

For details, see the attributes listed in Alphabetical order in the following sections.

alsloc

Attribute

Preserves relative placements of macros and IP blocks in the Microchip Designer place-and-route tool.

Vendor	Technology
Microchip	All

Description

Preserves relative placements of macros and IP blocks in the Microchip Designer place-and-route tool. The alsloc attribute has no effect on synthesis, but is passed directly to Microchip Designer.

The alsloc constrain is passed directly to the post synthesis EDN netlist as the following:

```
(property alsloc (string "R15C6"))

(property alsloc (string "R35C6"))
```

alsloc Syntax Specification

Name	Global	Object	Synthesis Tool
Alsloc	No	Macro or IP block	Synplify Pro

alsloc Value

Value	Default	Description
location	None	Location of macro or IP block.

This table summarizes the syntax in different files:

FDC	define_attribute {*object*} alsloc {*location*}	SCOPE Example
Verilog	*object* /* synthesis alsloc = "*location*" */;	Verilog Example
VHDL	attribute alsloc of *object* : label is "*location*";	VHDL Example

SCOPE Example

Following is an example of setting alsloc on a macro (u1).

```
define_attribute {u1} alsloc {R15C6}
```

Verilog Example

```
module test(in1, in2, in3, clk, q);
input in1, in2, in3, clk;
output q;
wire out1 /* synthesis syn_keep = 1 */, out2;
and2a u1 (.A (in1), .B (in2), .Y (out1))
           /* synthesis alsloc="R15C6" */;
assign out2 = out1 & in3;
df1 u2 (.D (out2), .CLK (clk), .Q (q))
           /* synthesis alsloc="R35C6" */;
endmodule

module and2a(A, B, Y); // synthesis syn_black_box
input A, B;
output Y;
endmodule

module df1(D, CLK, Q); // synthesis syn_black_box
input D, CLK;
output Q;
endmodule
```

VHDL Example

```
library IEEE;
use IEEE.std_logic_1164.all;

entity test is
port (in1, in2, in3, clk : in std_logic;
```

```
      q : out std_logic);
end test;

architecture rtl of test is
signal out1, out2 : std_logic;

component AND2A
port (A, B : in std_logic;
      Y : out std_logic);
end component;

component df1
port (D, CLK : in std_logic;
      Q : out std_logic);
end component;

attribute syn_keep : boolean;
attribute syn_keep of out1 : signal is true;
attribute alsloc: string;
attribute alsloc of U1: label is "R15C6";
attribute alsloc of U2: label is "R35C6";
attribute syn_black_box : boolean;
attribute syn_black_box of AND2A, df1 : component is true;
begin
U1: AND2A port map (A => in1, B => in2, Y => out1);
out2 <= in3 and out1;
U2: df1 port map (D => out2, CLK => clk, Q => q);
end rtl;
```

alspin

Attribute

Assigns the scalar or bus ports of the design to Microchip I/O pin numbers.

Vendor	Technology
Microchip	All

Description

The alspin attribute assigns the scalar or bus ports of the design to Microchip I/O pin numbers (pad locations). Refer to the Microchip databook for valid pin numbers. If you use alspin for bus ports or for slices of bus ports, you must also use the syn_noarrayports attribute. See *Specifying Locations for Microchip Bus Ports, on page 422* of the *Reference* for information on assigning pin numbers to buses and slices.

The alspin pin location is passed as a property string to the output EDN netlist as the following:

```
(instance (rename dataoutZ0 "dataout") (viewRef netlist (cellRef df1 (libraryRef &54SXA))) (property alspin (string "48"))
```

alspin Syntax Specification

Name	Global	Object	Synthesis Tool
alspin	No		Synplify Pro

alspin Value

Value	Default	Description
pin_number	None	The Microchip I/O pin

This table summarizes the syntax in different files:

FDC	define_attribute {*port_name*} alspin {*pin_number*}	Constraint File Example
Verilog	*object* /* synthesis alspin = "*pin_number*" */;	Verilog Example
VHDL	attribute alspin of *object* : *objectType* is "*pin_number*";	VHDL Example

Constraint File Example

In the attribute syntax, *port_name* is the name of the port and *pin_number* is the Microchip I/O pin.

```
define_attribute {DATAOUT} alspin {48}
```

Verilog Example

Where *object* is the port and *pin_number* is the Microchip I/O pin. For example:

```
module comparator (datain, clk, dataout);
output reg dataout /* synthesis alspin="48" */;
input [7:0] datain;
input clk;

always@(posedge clk)
   begin
   dataout <=datain;
end
endmodule
```

VHDL Example

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

Where *object* is the port, *objectType* is signal, and *pin_number* is the Microchip I/O pin. For example:

```
library ieee;
use ieee.std_logic_1164.all;
entity comparator is
   port (datain : in std_logic_vector(7 downto 0);
   clk : in std_logic;
   dataout : out std_logic_vector(7 downto 0));
attribute alspin : string;
attribute alspin of dataout : signal is "48";
end;

architecture rtl of comparator is
begin

process(clk)
   begin
      if clk'event and clk = '1' then
      dataout <=datain;
   end if;
end process;

end rtl;
```

alspreserve

Attribute

Specifies a net that you do not want removed by the Microchip Designer place-and-route tool.

Vendor	Technology
Microchip	All

Description

The alspreserve attribute specifies a net that you do not want removed (optimized away) by the Microchip Designer place-and-route tool. The alspreserve attribute has no effect on synthesis, but is passed directly to the Microchip Designer place-and-route software. However, to prevent the net from being removed during the synthesis process, you must also use the syn_keep directive.

The alspreserve attribute is passed to the output EDN netlist file as the following:

```
(net (rename and_outZ0Z3 "and_out3") (joined
    (portRef b (instanceRef outZ0Z1))
    (portRef y (instanceRef and_out3_1))
    )
    (property alspreserve (integer 1)))
```

alspreserve Syntax Specification

Name	Global	Object
alspreserve	No	Net

alspreserve Value

Value	Default	Description
object	None	Name of the net to preserve

This table summarizes the syntax in different files:

FDC	define_attribute {n:*net_name*} alspreserve {1}	Constraint File Example
Verilog	*object* /* synthesis alspreserve = 1 */;	Verilog Example
VHDL	attribute alspreserve of *object* : signal is true;	VHDL Example

Constraint File Example

```
define_attribute {n:and_out3} alspreserve {1};
define_attribute {n:or_out1} alspreserve {1};
```

Verilog Example

```
module complex (in1, out1);
input [6:1] in1;
output out1;
wire out1;
wire or_out1 /* synthesis syn_keep=1 alspreserve=1 */;
wire and_out1;
wire and_out2;
wire and_out3 /* synthesis syn_keep=1 alspreserve=1 */;
assign and_out1 = in1[1] & in1[2];
assign and_out2 = in1[3] & in1[4];
assign and_out3 = in1[5] & in1[6];
assign or_out1 = and_out1 | and_out2;
assign out1 = or_out1 & and_out3;
endmodule
```

VHDL Example

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

```
library ieee;
use ieee.std_logic_1164.all;
library synplify;
use synplify.attributes.all;

entity complex is
port (input : in std_logic_vector (6 downto 1);
      output : out std_logic);
end complex;

architecture RTL of complex is
signal and_out1 : std_logic;
signal and_out2 : std_logic;
signal and_out3 : std_logic;
signal or_out1 : std_logic;
attribute syn_keep of and_out3 : signal is true;
attribute syn_keep of or_out1 : signal is true;
attribute alspreserve of and_out3 : signal is true;
attribute alspreserve of or_out1 : signal is true;

begin
   and_out1 <= input(1) and input(2);
   and_out2 <= input(3) and input(4);
   and_out3 <= input(5) and input(6);
   or_out1 <= and_out1 or and_out2;
   output <= or_out1 and and_out3;
end;
```

black_box_pad_pin

Directive

Specifies that the pins on a black box are I/O pads visible to the outside environment.

black_box_pad_pin Values

Value	Description
portName	Specifies ports on the black box that are I/O pads.

Description

Used with the syn_black_box directive and specifies that pins on black boxes are I/O pads visible to the outside environment. To specify more than one port as an I/O pad, list the ports inside double-quotes ("), separated by commas, and without enclosed spaces.

To instantiate an I/O from your programmable logic vendor, you usually do not need to define a black box or this directive. The synthesis tool provides predefined black boxes for vendor I/Os. For more information, refer to your vendor section under FPGA and CPLD Support.

The black_box_pad_pin directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

black_box_pad_pin Values Syntax

The following support applies for the black_box_pad_pin attribute.

Global Support	Object
No	Verilog module or VHDL architecture declared for a black box

This table summarizes the syntax in different files:

Verilog	*object* /* synthesis black_box_pad_pin = *portList* */;	Verilog Example
VHDL	attribute black_box_pad_pin of *object*: *objectType* is *portList*;	VHDL Example

Where

- *object* is a module or architecture declaration of a black box.
- *portList* is a spaceless, comma-separated list of the names of the ports on black boxes that are I/O pads.
- *objectType* is a string in VHDL code.

Verilog Example

This example shows how to specify this attribute in the following Verilog code segment:

```
module BBDLHS(D,E,GIN,GOUT,PAD,Q)
   /* synthesis syn_black_box black_box_pad_pin="GIN[2:0],Q" */;
```

VHDL Example

This example shows how to specify this attribute in the following VHDL code:

```
library AI;
use ieee.std_logic_1164.all;

Entity top is
generic (width : integer := 4);
   port (in1,in2 : in std_logic_vector(width downto 0);
   clk : in std_logic;
   q : out std_logic_vector (width downto 0)
   );
end top;

architecture top1_arch of top is
component test is
   generic (width1 : integer := 2);
      port (in1,in2 : in std_logic_vector(width1 downto 0);
      clk : in std_logic;
      q : out std_logic_vector (width1 downto 0)
```

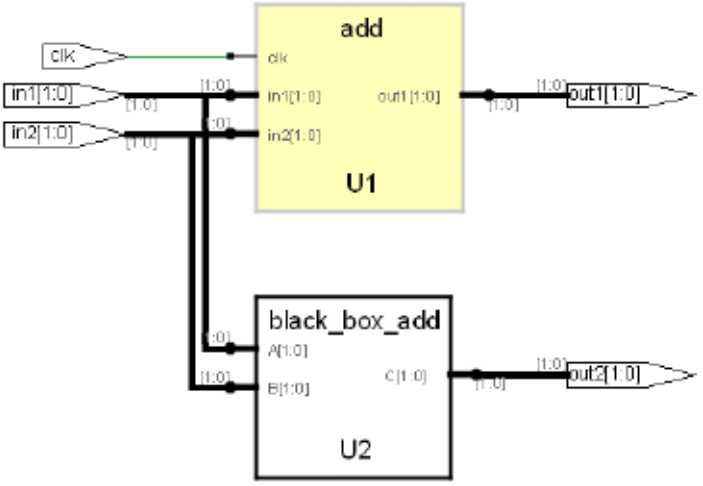
```
   );
end component;

attribute syn_black_box : boolean;
attribute black_box_pad_pin : string;
attribute syn_black_box of test : component is true;
attribute black_box_pad_pin of test : component is
   "in1(4:0), in2[4:0], q(4:0)";

begin
   test123 : test generic map (width) port map (in1,in2,clk,q);
end top1_arch;
```

Effect of Using black_box_pad_pin

The following example shows the effect of applying the attribute.

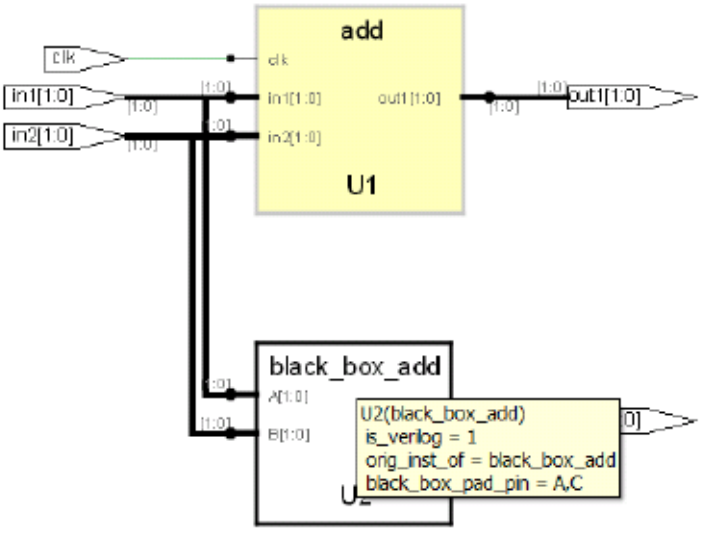
Before using black_box_pad_pin

```
)
(cell black_box_add (cellType GENERIC)
   (view verilog (viewType NETLIST)
      (interface
         (port (array (rename A "A[1:0]") 2) (direction INPUT)
         (port (array (rename B "B[1:0]") 2) (direction INPUT)
         (port (array (rename C "C[1:0]") 2) (direction OUTPUT))
      )
      (property orig_inst_of (string "black_box_add"))
   )
)
```



After using black_box_pad_pin

```
)
(cell black_box_add (cellType GENERIC)
   (view verilog (viewType NETLIST)
      (interface
         (port (array (rename A "A[1:0]") 2) (direction INPUT)
         (port (array (rename B "B[1:0]") 2) (direction INPUT)
         (port (array (rename C "C[1:0]") 2) (direction OUTPUT))
      )
      (property orig_inst_of (string "black_box_add"))
   )
)
```



black_box_tri_pins

Directive

Specifies that an output port on a black box component is a tristate.

black_box_tri_pins Values

Value	Description
portName	Specifies an output port on the black box that is a tristate.

Description

Used with the syn_black_box directive and specifies that an output port on a black box component is a tristate. This directive eliminates multiple driver errors when the output of a black box has more than one driver. To specify more than one tristate port, list the ports inside double-quotes ("), separated by commas (,), and without enclosed spaces.

The black_box_tri_pins directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

black_box_tri_pins Values Syntax

The following support applies for the black_box_tri_pins attribute.

Global Support	Object
No	Verilog module or VHDL architecture declared for a black box

This table summarizes the syntax in different files:

Verilog	*object* /* synthesis black_box_tri_pins = *portList* */;	Verilog Example
VHDL	attribute black_box_tri_pins of *object*: *objectType* is *portList*;	VHDL Example

Where

- *object* is a module or architecture declaration of a black box.
- *portList* is a spaceless, comma-separated list of the tristate output port names.
- *objectType* is a string in VHDL code.

Verilog Example

Here is an example with a single port name:

```
module BBDLHS(D,E,GIN,GOUT,PAD,Q)
   /* synthesis syn_black_box black_box_tri_pins="PAD" */;
```

Here is an example with a list of multiple pins:

```
module bb1(D,E,tri1,tri2,tri3,Q)
/* synthesis syn_black_box black_box_tri_pins="tri1,tri2,tri3" */;
```

For a bus, you specify the port name followed by all the bits on the bus:

```
module bb1(D,bus1,E,GIN,GOUT,Q)
   /* synthesis syn_black_box black_box_tri_pins="bus1[7:0]" */;
```

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;

package my_components is
component BBDLHS
   port (D: in std_logic;
         E: in std_logic;
         GIN : in std_logic;
         GOUT : in std_logic;
         PAD : inout std_logic;
         Q: out std_logic);
```

```
end component;

attribute syn_black_box : boolean;
attribute syn_black_box of BBDLHS : component is true;
attribute black_box_tri_pins : string;
attribute black_box_tri_pins of BBDLHS : component is "PAD";
end package my_components;
```

Multiple pins on the same component can be specified as a list:

```
attribute black_box_tri_pins of bb1 : component is
   "tri,tri2,tri3";
```

To apply this directive to a port that is a bus, specify all the bits on the bus:

```
attribute black_box_tri_pins of bb1 : component is "bus1[7:0]";
```

full_case

Directive

For Verilog designs only. Indicates that all possible values have been given, and that no additional hardware is needed to preserve signal values.

full_case Values

Value	Description
1 (Default)	All possible values have been given and no additional hardware is needed to preserve signal values.

Description

For Verilog designs only. When used with a case, casex, or casez statement, this directive indicates that all possible values have been given, and that no additional hardware is needed to preserve signal values.

full_case Values Syntax

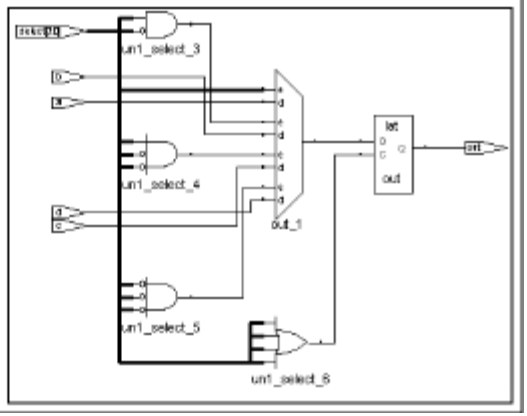
This table summarizes the syntax in the following file type:

Verilog	*object* /* synthesis full_case */;	Verilog Examples

Verilog Examples

The following casez statement creates a 4-input multiplexer with a pre-decoded select bus (a decoded select bus has exactly one bit enabled at a time):

```
module muxnew1 (out, a, b, c, d, select);
output out;
input a, b, c, d;
input [3:0]
select;
reg out;

always @(select or a or b
or c or d)

begin
  casez (select)
    4'b???1: out =
a;
    4'b??1?: out = b;
    4'b?1??: out = c;
    4'b1???: out = d;
  endcase
end
```



This code does not specify what to do if the select bus has all zeros. If the select bus is being driven from outside the current module, the current module has no information about the legal values of select, and the synthesis tool must preserve the value of the output out when all bits of select are zero. Preserving the value of out requires the tool to add extraneous level-sensitive latches if out is not assigned elsewhere through every path of the always block. A warning message like the following is issued:

```
"Latch generated from always block for signal out, probably missing
assignment in branch of if or case."
```

If you add the full_case directive, it instructs the synthesis tool not to preserve the value of out when all bits of select are zero.

```
module muxnew3 (out, a, b, c, d, select);
output out;
input a, b, c, d;
input [3:0] select;
reg out;

always @(select or a or b or c or d)
```

```
begin
   casez (select) /* synthesis full_case */
      4'b???1: out = a;
      4'b??1?: out = b;
      4'b?1??: out = c;
      4'b1???: out = d;
   endcase
end
endmodule
```

If the select bus is decoded in the same module as the case statement, the synthesis tool automatically determines that all possible values are specified, so the full_case directive is unnecessary.

Assigned Default and full_case

As an alternative to full_case, you can assign a default in the case statement. The default is assigned a value of 'bx (a 'bx in an assignment is treated as a "don't care"). The software assigns the default at each pass through the casez statement in which the select bus does not match one of the explicitly given values; this ensures that the value of out is not preserved and no extraneous level-sensitive latches are generated.

The following code shows a default assignment in Verilog:

```
module muxnew2 (out, a, b, c, d, select);
output out;
input a, b, c, d;
input [3:0] select;
reg out;

always @(select or a or b or c or d)
begin
   casez (select)
      4'b???1: out = a;
      4'b??1?: out = b;
      4'b?1??: out = c;
      4'b1???: out = d;
      default: out = 'bx;
   endcase
end
endmodule
```

Both techniques help keep the code concise because you do not need to declare all the conditions of the statement. The following table compares them:

Default Assignment	full_case
Stays within Verilog to get the desired hardware	Must use a synthesis directive to get the desired hardware
Helps simulation debugging because you can easily find that the invalid select is assigned a 'bx	Can cause mismatches between pre- and post-synthesis simulation because the simulator does not use full_case

loop_limit

Directive
Verilog

Specifies a loop iteration limit for a for loop in a Verilog design when the loop index is a variable, not a constant.

loop_limit Values

Value	Description
1 - 1999	Overrides the default loop limit of 2000 in the RTL.

Description

Verilog designs only.

Specifies a loop iteration limit for a for loop on a per-loop basis when the loop index is a variable, not a constant. The compiler uses the default iteration limit of 1999 when the exit or terminating condition does not compute a constant value, or to avoid infinite loops. The default limit ensures the effective use of runtime and memory resources.

If your design requires a variable loop index or if the number of loops is greater than the default limit, use the loop_limit directive to specify a new limit for the compiler. If you do not, you get a compiler error. You must hard code the limit at the beginning of the loop statement. The limit cannot be an expression. The higher the value you set, the longer the runtime.

Alternatively, you can use the set_option looplimit command (Loop Limit GUI option) to set a global loop limit that overrides the default of 2000 loops in the RTL. To use the Loop Limit option on the Verilog tab of the Implementation Options panel, see Verilog Panel, on page 363 in the *Command Reference*.

Note: VHDL applications use the syn_looplimit directive (see syn_looplimit, on page 121).

loop_limit Values Syntax

The following support applies for the loop_limit directive.

Global Support	Object
Yes	Specifies the beginning of the loop statement.

This table summarizes the syntax in the following file:

Verilog	/* synthesis loop_limit *integer* */ *loopStatement*	Verilog Example

Verilog Example

The following is an example where the loop limit is set to 2000:

```
module test(din,dout,clk);
input[1999 : 0] din;
input clk;
output[1999 : 0] dout;
reg[1999 : 0] dout;
integer i;

always @(posedge clk)
begin
   /* synthesis loop_limit 2000 */
   for(i=0;i<=1999;i=i+1)
   begin
      dout[i] <= din[i];
   end
end
endmodule
```

Effect of Using loop_limit

Before using loop_limit

If the code has more than 2000 loops and the attribute is not set, the tool will produce an error.

```
@E:CS162 : loop_limit.v(10) | Loop iteration limit 2000 exceeded -
add '// synthesis loop_limit 4000' before the loop construct
```

After using loop_limit

Code with more than 2000 loops will not produce the loop_limit error.

parallel_case

Directive

For Verilog designs only. Forces a parallel-multiplexed structure rather than a priority-encoded structure.

Description

case statements are defined to work in priority order, executing (only) the first statement with a tag that matches the select value. The parallel_case directive forces a parallel-multiplexed structure rather than a priority-encoded structure.

If the select bus is driven from outside the current module, the current module has no information about the legal values of select, and the software must create a chain of disabling logic so that a match on a statement tag disables all following statements.

However, if you know the legal values of select, you can eliminate extra priority-encoding logic with the parallel_case directive. In the following example, the only legal values of select are 4'b1000, 4'b0100, 4'b0010, and 4'b0001, and only one of the tags can be matched at a time. Specify the parallel_case directive so that tag-matching logic can be parallel and independent, instead of chained.

parallel_case Syntax

The following support applies for the parallel_case directive.

Global Support	Object
No	A case, casex, or casez statement declaration

This table summarizes the syntax in the following file type:

Verilog Example

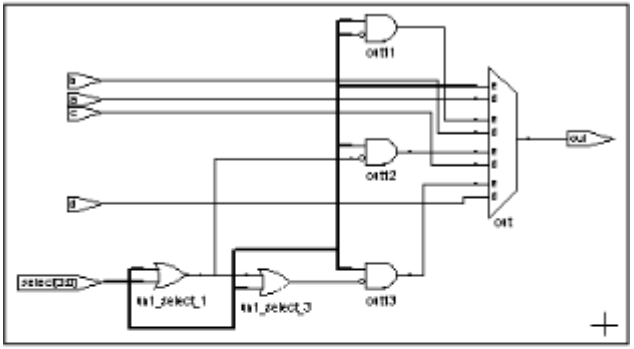
You specify the directive as a comment immediately following the select value of the case statement.

```
module muxnew4 (out, a, b, c, d, select);
output out;
input a, b, c, d;
input [3:0] select;
reg out;

always @(select or a or b or c or d)

begin
   casez (select) /* synthesis parallel_case */
      4'b???1: out = a;
      4'b??1?: out = b;
      4'b?1??: out = c;
      4'b1???: out = d;
      default: out = 'bx;
   endcase
end
endmodule
```

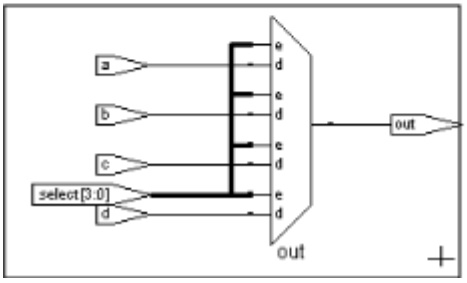
If the select bus is decoded within the same module as the case statement, the parallelism of the tag matching is determined automatically, and the parallel_case directive is unnecessary.

Effect of Using parallel_case

Extra logic for priority encoding (without parallel_case)



Extra logic eliminated with parallel_case



pragma translate_off/pragma translate_on

Directive

Allows you to synthesize designs originally written for use with other synthesis tools without needing to modify source code. All source code that is between these two directives is ignored during synthesis.

Description

Another use of these directives is to prevent the synthesis of stimulus source code that only has meaning for logic simulation. You can use pragma translate_off/translate_on to skip over simulation-specific lines of code that are not synthesizable.

When you use pragma translate_off in a module, synthesis of all source code that follows is halted until pragma translate_on is encountered. Every pragma translate_off must have a corresponding pragma translate_on. These directives cannot be nested, therefore, the pragma translate_off directive can only be followed by a pragma translate_on directive.

Note: See also, translate_off/translate_on, on page 283. These directives are implemented the same in the source code.

This table summarizes the syntax in the following file type:

Verilog	/* pragma translate_off */ /* pragma translate_on */ /*synthesis translate_off */ /*synthesis translate_on */	Verilog Example
VHDL	--pragma translate_off --pragma translate_on --synthesis translate_off --synthesis translate_on	VHDL Example

Verilog Example

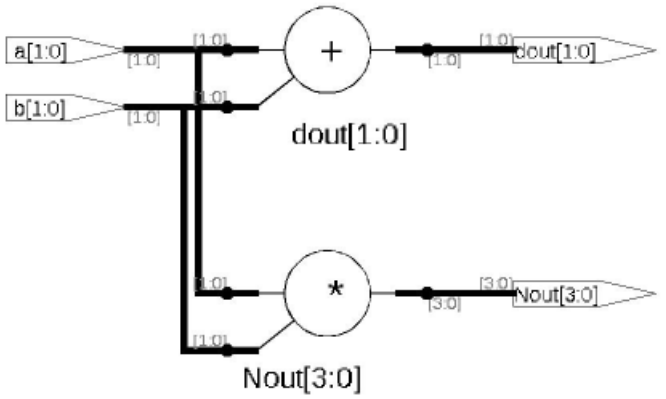
```
module test(input a, b, output dout, Nout);
assign dout = a + b;

//Anything between pragma translate_off/translate_on is ignored by
   the synthesis tool hence only
//the adder circuit above is implemented, not the multiplier
   circuit below:

/* synthesis translate_off */ assign Nout = a * b;
/* synthesis translate_on */
endmodule
```

VHDL Example

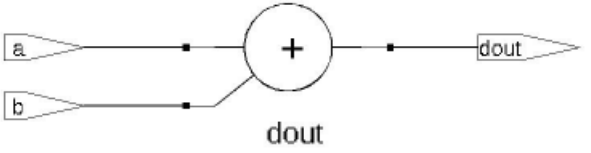
```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity test is
port (
      a :   in std_logic_vector(1 downto 0);
         b :   in std_logic_vector(1 downto 0);
         dout :   out std_logic_vector(1 downto 0);
         Nout :   out std_logic_vector(3 downto 0)
         );
end;

architecture rtl of test is
begin
      dout <= a + b;

--Anything between pragma translate_off/translate_on is ignored by
the synthesis tool hence only
--the adder circuit above is implemented not the multiplier circuit
below:

--pragma translate_off
         Nout <= a * b;
--pragma translate_on
end;
```

Effect of Using pragma translate_off/pragma translate_on

Before applying the attribute:



After applying the attribute:



syn_allow_retiming

Attribute

Determines if registers can be moved across combinational logic to improve performance.

Vendor	Technology	Synthesis Tool
Microchip	PolarFire, RTG4	Synplify Pro

syn_allow_retiming values

1 | true	Allows registers to be moved during retiming.
0 | false	Does not allow retimed registers to be moved.

Description

The syn_allow_retiming attribute determines if registers can be moved across combinational logic to improve performance.

The attribute can be applied either globally or to specific registers. Typically, you enable the global Retiming option in the UI (or the set_option -retiming 1 switch in Tcl) and use the syn_allow_retiming attribute to disable retiming for specific objects that you do not want moved.

syn_allow_retiming Syntax

Global	Object
Yes	Register

You can specify the attribute in the following files:

FDC	define_attribute {*register*} syn_allow_retiming {1|0} define_global_attribute syn_allow_retiming {1|0}	FDC Example
Verilog	*object* /* synthesis syn_allow_retiming = 0 | 1 */;	Verilog Example
VHDL	attribute syn_allow_retiming of *object* : *objectType* is true | false;	VHDL Example

FDC Example

define_attribute {*register*} syn_allow_retiming {1|0}

define_global_attribute syn_allow_retiming {1|0}

Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	<Global>	syn_allow_retiming	1	boolean	Controls retiming of reg...

Verilog Example

object **/* synthesis syn_allow_retiming = 0 | 1 */;**

Here is an example of applying it to a register:

```
module parity_check (clk,data,count_one);
input clk;
input [20:0]data ;
output reg [3:0]count_one /* synthesis syn_allow_retiming=1*/;

integer i;
reg parity= 1'b1;

always @(posedge clk)
begin
   for (i=0; i<21; i=i+1)
      if (data[i] == parity)
         count_one<=count_one+1;


end
endmodule
```

VHDL Example

attribute syn_allow_retiming of *object* **:** *objectType* **is true** | **false;**

The data type is Boolean. Here is an example of applying it to a register:

```
LIBRARY IEEE;
USE     IEEE.STD_LOGIC_1164.ALL;
USE     IEEE.std_logic_unsigned.ALL;

ENTITY ones_cnt IS
   PORT (vin  : IN  STD_LOGIC_VECTOR (7 DOWNTO 0);
      vout : OUT STD_LOGIC_VECTOR (3 DOWNTO 0);
      clk  : IN STD_LOGIC);
END ones_cnt;

ARCHITECTURE lan OF ones_cnt IS
signal vout_reg : STD_LOGIC_VECTOR (3 DOWNTO 0);
attribute syn_allow_retiming : boolean;
attribute syn_allow_retiming of vout_reg : signal is true;

BEGIN
   gen_vout: PROCESS(clk,vin)
      VARIABLE count : STD_LOGIC_VECTOR(vout'RANGE);
   BEGIN
      if rising_edge(clk) then
      count := (OTHERS => '0');
      FOR I IN vin'RANGE LOOP
         count := count + vin(i);
      END LOOP;
      vout_reg <= count;
   end if;
vout <= vout_reg;
END PROCESS gen_vout;
END lan;
```

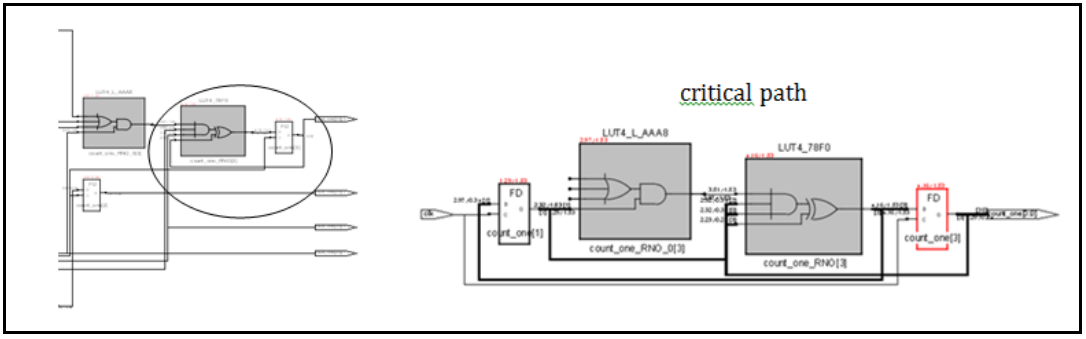
See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

Effect of using syn_allow_retiming

Before applying syn_allow_retiming.

Verilog	output reg [3:0]count_one /* synthesis syn_allow_retiming=0*/;
VHDL	attribute syn_allow_retiming of vout_reg : signal is false;

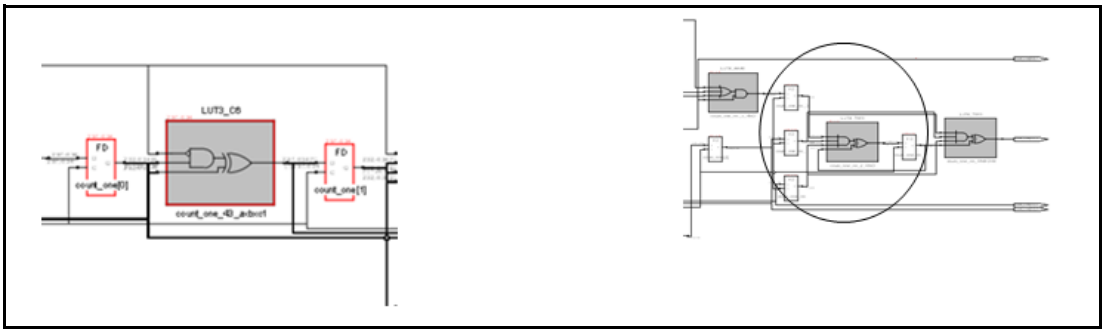
The critical path and the worst slack for this scenario are given below along with the original count_one [3] register (before being retimed) as found in the design.



After applying syn_allow_retiming.

Verilog	output reg [3:0]count_one /* synthesis syn_allow_retiming=1*/;
VHDL	attribute syn_allow_retiming of vout_reg : signal is true;

The critical path and the worst slack for this scenario are shown along with the four '*_ret' retimed registers.



syn_black_box

Directive

Defines a module or component as a black box.

syn_black_box Value

Value	Default	Description
moduleName	N/A	Defines an object as a black box.

Description

Specifies that a module or component is a black box for synthesis. A black box module has only its interface defined for synthesis; its contents are not accessible and cannot be optimized during synthesis. A module can be a black box whether or not it is empty.

Typically, you set syn_black_box on objects like the ones listed below. You do not need to define a black box for such an object if the synthesis tool includes a predefined black box for it.

- Vendor primitives and macros (including I/Os).
- User-designed macros whose functionality is defined in a schematic editor, IP, or another input source where the place-and-route tool merges design netlists from different sources.

In certain cases, the tool does not honor a syn_black_box directive:

- In mixed language designs where a black box is defined in one language at the top level but where there is an existing description for it in another language, the tool can replace the declared black box with the description from the other language.

- If your project includes black box descriptions in `srs` or `edf` formats, the tool uses these black box descriptions even if you have specified syn_black_box at the top level.

To override this and ensure that the attribute is honored, use these methods:

- Set a syn_black_box directive on the module or entity in the HDL file that contains the description, not at the top level. The contents will be black-boxed.
- in the *User Guide*If you want to define a black box when you have an `srs` or `edf` description for it, remove the description from the project.

Once you define a black box with syn_black_box, you use other source code directives to define timing for the black box. You must add the directives to the source code because the timing models are specific to individual instances. There are no corresponding Tcl directives you can add to a constraint file.

Black-box Source Code Directives

Use the following directives with syn_black_box to characterize black-box timing:

syn_isclock	Specifies a clock port on a black box.
syn_tpd<n>	Sets timing propagation for combinational delay through the black box.
syn_tsu<n>	Defines timing setup delay required for input pins relative to the clock.
syn_tco<n>	Defines the timing clock to output delay through the black box.

If the black-box timing constraints are not defined, the tool times paths to/from the black box with the system clock.

Black Box Pin Definitions

You define the pins on a black box with these directives in the source code:

black_box_pad_pin	Indicates that a black box is an I/O pad for the rest of the design.
black_box_tri_pins	Indicates tristates on black boxes.

For more information on black boxes, see Instantiating Black Boxes in Verilog, on page 120, and Instantiating Black Boxes in VHDL, on page 401.

syn_black_box Syntax Specification

Verilog	*object* /* synthesis syn_black_box */;	Verilog Example
VHDL	attribute syn_black_box of *object* : *objectType* is true;	VHDL Example

Verilog Example

```
module top(clk, in1, in2, out1, out2);

input clk;
input [1:0]in1;
input [1:0]in2;

output [1:0]out1;
output [1:0]out2;

add           U1 (clk, in1, in2, out1);
black_box_add U2 (in1, in2, out2);

endmodule

module add (clk, in1, in2, out1);

input clk;
input  [1:0]in1;
input  [1:0]in2;

output [1:0]out1;
reg [1:0]out1;

always@(posedge clk)
   begin
      out1 <= in1 + in2;
   end
endmodule
```

```
module black_box_add(A, B, C)/* synthesis syn_black_box */;

input [1:0]A;
input [1:0]B;

output [1:0]C;

assign C = A + B;

endmodule
```

VHDL Example

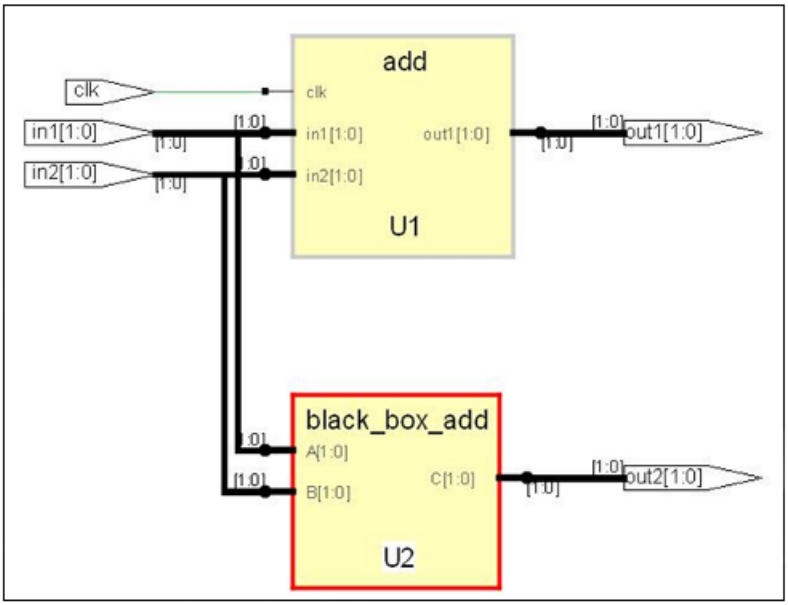
```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity add is
   port(
      in1 : in std_logic_vector(1 downto 0);
      in2 : in std_logic_vector(1 downto 0);
      clk : in std_logic;
      out1 : out std_logic_vector(1 downto 0));
end;

architecture rtl of add is
begin

process(clk)
begin
   if(clk'event and clk='1') then
      out1 <= (in1 + in2);
   end if;
end process;
end;

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity black_box_add is
   port(
      A : in std_logic_vector(1 downto 0);
      B : in std_logic_vector(1 downto 0);
      C : out std_logic_vector(1 downto 0));
end;

architecture rtl of black_box_add is

attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin

C <= A + B;
end;

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
```

```
entity top is
   port(
      in1 : in std_logic_vector(1 downto 0);
      in2 : in std_logic_vector(1 downto 0);
      clk : in std_logic;
      out1 : out std_logic_vector(1 downto 0);
      out2 : out std_logic_vector(1 downto 0));
end;

architecture rtl of top is

component add is
   port(
      in1 : in std_logic_vector(1 downto 0);
      in2 : in std_logic_vector(1 downto 0);
      clk : in std_logic;
      out1 : out std_logic_vector(1 downto 0));
end component;

component black_box_add
   port(
      A : in std_logic_vector(1 downto 0);
      B : in std_logic_vector(1 downto 0);
      C : out std_logic_vector(1 downto 0));
end component;

begin
U1: add port map(in1, in2, clk, out1);
U2: black_box_add port map(in1, in2, out2);
end;
```

Effect of Using syn_black_box

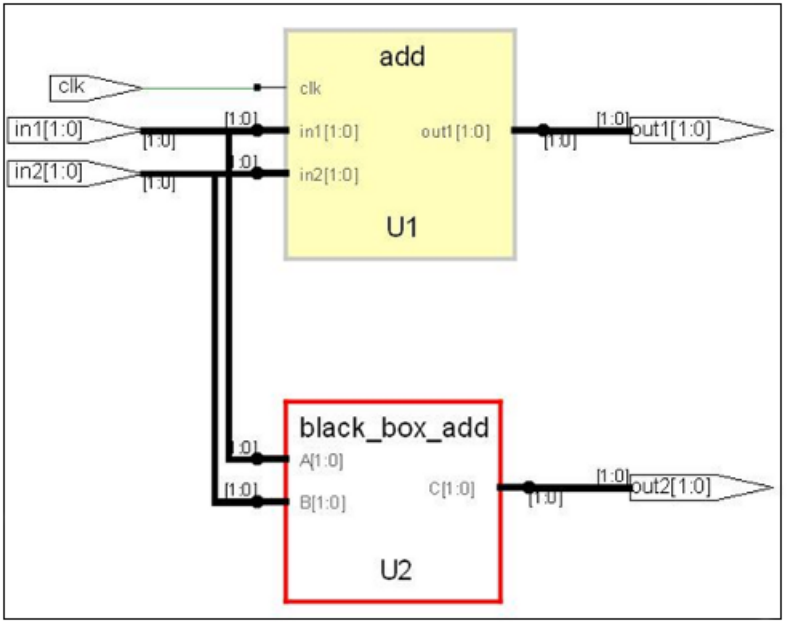
When the syn_black_box attribute is not set on the black_box_add module, its content are accessible, as shown in the example below:

```
module black_box_add(input [1:0]A, [1:0]B, output [1:0]C);
```



After applying syn_black_box, the contents of the black box are no longer visible:

```
module black_box_add(input [1:0]A, [1:0]B, output [1:0]C)/*
synthesis syn_black_box */;
```



syn_direct_enable

Attribute, Directive

Controls the assignment of a clock enable net to the dedicated enable pin of a storage element (flip-flop).

Technology	Default Value	Global	Object
Microchip: PolarFire, RTG4 and newer families	None	No	Net

syn_direct_enable values

1 | true	Enables nets to be assigned to the clock enable pin.
0 | false	Does not assign nets to the clock enable pin.

Description

The syn_direct_enable attribute controls the assignment of a clock enable net to the dedicated enable pin of a storage element (flip-flop). Using this attribute, you can direct the mapper to use a particular net as the only clock enable when the design has multiple clock-enable candidates.

As a directive, you use syn_direct_enable to infer flip-flops with clock enables. To do so, enter syn_direct_enable as a directive in source code, not the SCOPE spreadsheet.

syn_direct_enable Syntax

FDC	**define_attribute {***object***} syn_direct_enable {1}**	FDC Example
Verilog	*object* **/* synthesis syn_direct_enable = 1 */;**	Verilog Example
VHDL	**attribute syn_direct_enable of** *object* **:** *objectType* **is true;**	VHDL Example

FDC Example

Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	<Global>	syn_direct_enable	1	boolean	Prefered clock enable

Verilog Example

```
module direct_enable(q1, d1, clk, e1, e2, e3);
parameter size=5;
input [size-1:0] d1;
input clk;
input e1,e2;
input e3 /* synthesis syn_direct_enable = 1 */;
output reg [size-1:0] q1;

(posedge clk)
   if (e1&e2&e3)
      q1 = d1;
endmodule
```

VHDL Example

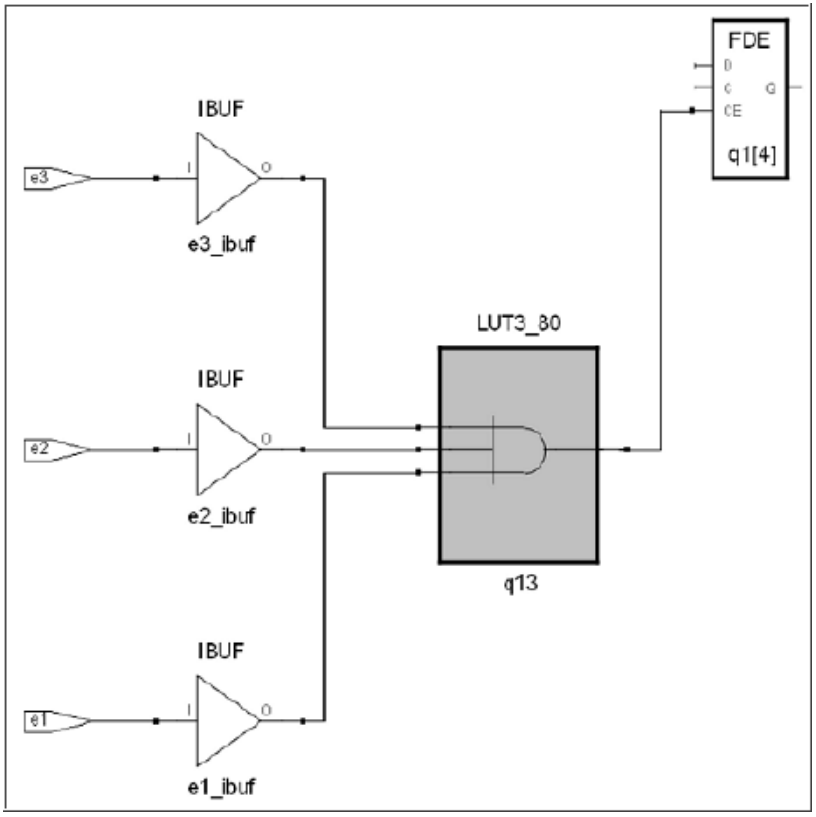
```
library ieee;
use ieee.std_logic_1164.all;

entity direct_enable is
   port (
         d1 : in  std_logic_vector(4 downto 0);
         e1,e2,e3,clk : in  std_logic;
         q1 : out std_logic_vector(4 downto 0));
attribute syn_direct_enable: boolean;
attribute syn_direct_enable of e3: signal is true;
end;

architecture d_e of direct_enable is
begin
   process (clk) begin
      if (clk = '1' and clk'event) then
         if (e1='1' and e2='1' and e3='1') then
            q1<=d1;
         end if;
      end if;
   end process;
end architecture;
```

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

Effect of Using syn_direct_enable

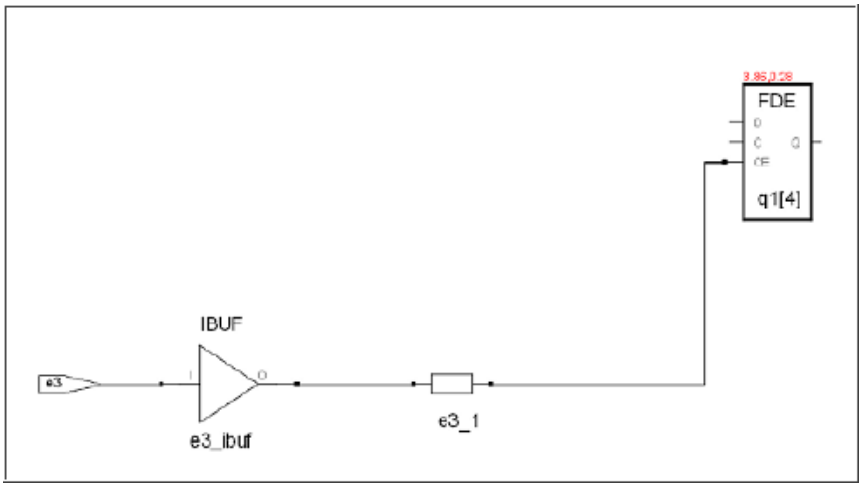
Before applying syn_direct_enable:

Verilog	`input e3 /* synthesis syn_direct_enable = 0 */;`
VHDL	`attribute syn_direct_enable of e3: signal is false;`



After applying syn_direct_enable:

Verilog	`input e3 /* synthesis syn_direct_enable = 1 */;`
VHDL	`attribute syn_direct_enable of e3: signal is true;`



syn_encoding

Attribute

Overrides the default FSM Compiler encoding for a state machine and applies the specified encoding.

Vendor	Devices
Microchip	SmartFusion2, newer devices

syn_encoding Values

The default is that the tool automatically picks an encoding style that results in the best performance. To ensure that a particular encoding style is used, explicitly specify that style, using the values below:

Value	Description
onehot	Only two bits of the state register change (one goes to 0, one goes to 1) and only one of the state registers is hot (driven by 1) at a time. For example: 0001, 0010, 0100, 1000 Because onehot is not a simple encoding (more than one bit can be set), the value must be decoded to determine the state. This encoding style can be slower than a gray style if you have a large output decoder following a state machine.
gray	More than one of the state registers can be hot. The synthesis tool *attempts* to have only one bit of the state registers change at a time, but it can allow more than one bit to change, depending upon certain conditions for optimization. For example: 000, 001, 011, 010, 110 Because gray is not a simple encoding (more than one bit can be set), the value must be decoded to determine the state. This encoding style can be faster than a onehot style if you have a large output decoder following a state machine.

Value	Description
sequential	More than one bit of the state register can be hot. The synthesis tool makes no attempt at limiting the number of bits that can change at a time. For example: 000, 001, 010, 011, 100 This is one of the smallest encoding styles, so it is often used when area is a concern. Because more than one bit can be set (1), the value must be decoded to determine the state. This encoding style can be faster than a onehot style if you have a large output decoder following a state machine.
safe	safe – This implements the state machine in the default encoding and adds reset logic to force the state machine to a known state if it reaches an invalid state. This value can be used in combination with any of the other encoding styles described above. You specify safe before the encoding style. The safe value is only valid for a state register, in conjunction with an encoding style specification. • For example, if the default encoding is onehot and the state machine reaches a state where all the bits are 0, which is an invalid state, the safe value ensures that the state machine is reset to a valid state. • If recovery from an invalid state is a concern, it may be appropriate to use this encoding style, in conjunction with onehot, sequential or gray, in order to force the state machine to reset. When you specify safe, the state machine can be reset from an unknown state to its reset state. • If an FSM with asynchronous reset is specified with the value safe and you do not want the additional recovery logic (flip-flop on the inactive clock edge) inserted for this FSM, then use the syn_shift_resetphase attribute to remove it. See syn_shift_resetphase, on page 235 for details.
original	This respects the encoding you set, but the software still does state machine and reachability analysis.

You can specify multiple values. This snippet uses safe,gray. The encoding style for register OUT is set to gray, but if the state machine reaches an invalid state the synthesis tool will reset the values to a valid state.

```
module prep3 (CLK, RST, IN, OUT);
input CLK, RST;
input [7:0] IN;
output [7:0] OUT;
reg [7:0] OUT;
reg [7:0] current_state /* synthesis syn_encoding="safe,gray" */;
```

```
// Other code
```

Description

This attribute takes effect only when FSM Compiler is enabled. It overrides the default FSM Compiler encoding for a state machine. For the specified encoding to take effect, the design must contain state machines that have been inferred by the FSM Compiler. Setting this attribute when syn_state_machine is set to 0 will not have any effect.

The default encoding style automatically assigns encoding based on the number of states in the state machine. Use the syn_encoding attribute when you want to override these defaults. You can also use syn_encoding when you want to disable the FSM Compiler globally but there are a select number of state registers in your design that you want extracted. In this case, use this attribute with the syn_state_machine directive on for just those specific registers.

The encoding specified by this attribute applies to the final mapped netlist. For other kinds of enumerated encoding, use syn_enum_encoding. See syn_enum_encoding, on page 87 and Comparison of syn_encoding and syn_enum_encoding, on page 88 for more information.

Encoding Style Implementation

The encoding style is implemented during the mapping phase. A message appears when the synthesis tool extracts a state machine, for example:

```
@N: CL201 : "c:\design\..."|Trying to extract state machine for
register current_state
```

The log file reports the encoding styles used for the state machines in your design. In the Synplify Pro tool, this information is also available in the FSM Viewer.

See also the following:

- For information on enabling state machine optimization for individual modules, see syn_state_machine, on page 249.
- For VHDL designs, see Comparison of syn_encoding and syn_enum_encoding, on page 88 for comparative usage information.

Syntax Specification

Global	Object
No	Instance, register

This table shows how to specify the attribute in different files:

FDC	define_attribute {*object*} syn_encoding {*value*}	SCOPE Example
Verilog	*Object* /* synthesis syn_encoding = "*value*" */;	Verilog Example
VHDL	attribute syn_encoding of *object*: objectType is "*value*";	VHDL Example

If you specify the syn_encoding attribute in Verilog or VHDL, all instances of that FSM use the same syn_encoding value. To have unique syn_encoding values for each FSM instance, use different entities or modules, or specify the syn_encoding attribute in a constraint file.

SCOPE Example

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
1	☑	fsm	i:state[3:0]	syn_encoding	gray	string	FSM encoding (onehot, sequential, gray, original, safe)

The *object* must be an instance prefixed with **i:**, as in **i:***instance*. The instance must be a sequential instance with a view name of statemachine.

Although you cannot set this attribute globally, you can define a SCOPE collection and then apply the attribute to the collection. For example:

```
define_scope_collection sm {find -hier -inst * -filter
   @inst_of==statemachine}
define_attribute {$sm} {syn_encoding} {safe}
```

Verilog Example

The object can be a register definition signals that hold the state values of state machines.

```
module fsm (clk, reset, x1, outp);
input        clk, reset, x1;
output       outp;
reg          outp;
reg    [1:0] state /* synthesis syn_encoding = "onehot" */;
parameter s1 = 2'b00; parameter s2 = 2'b01;
parameter s3 = 2'b10; parameter s4 = 2'b11;

always @(posedge clk or posedge reset)
begin
   if (reset)
      state <= s1;
   else begin
      case (state)
      s1: if (x1 == 1'b1)
         state <= s2;
      else
         state <= s3; s2: state <= s4;
   s3: state <= s4;
   s4: state <= s1;
   endcase
end
end

always @(state) begin
   case (state)
      s1: outp = 1'b1;
      s2: outp = 1'b1;
      s3: outp = 1'b0;
      s4: outp = 1'b0;
   endcase
   end
endmodule
```

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
entity fsm is
   port (x1  : in std_logic;
   reset : in std_logic;
   clk : in std_logic;
   outp : out std_logic);
end fsm;
```

```
architecture rtl of fsm is
signal state : std_logic_vector(1 downto 0);
constant s1 : std_logic_vector := "00";
constant s2 : std_logic_vector := "01";
constant s3 : std_logic_vector := "10";
constant s4 : std_logic_vector := "11";
attribute syn_encoding : string;
attribute syn_encoding of state : signal is "onehot";

begin
process (clk,reset)
   begin
   if (clk'event and clk = '1') then
      if (reset = '1') then
         state <= s1 ;
      else
         case state is
            when s1 =>
            if x1 = '1' then
               state <= s2;
            else
               state <= s3;
            end if;
            when s2 =>
               state <= s4;
            when s3 =>
               state <= s4;
            when s4 =>
               state <= s1;
         end case;
      end if;
   end if;
end process;

process (state)
begin
   case state is
      when s1 =>
         outp <= '1';
      when s2 =>
         outp <= '1';
      when s3 =>
         outp <= '0';
```

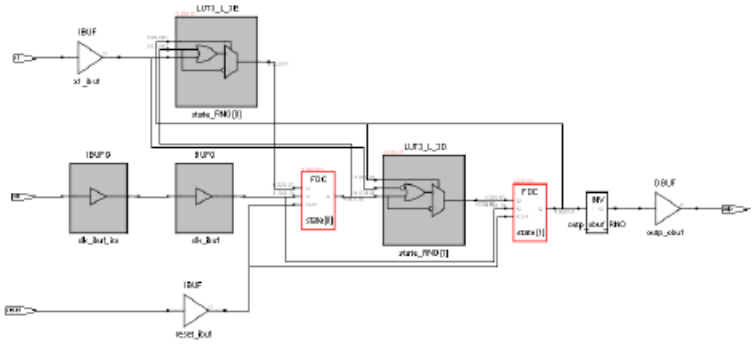
```
        when s4 =>
           outp <= '0';
        end case;
end process;
end rtl;
```

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

Effect of Using syn_encoding

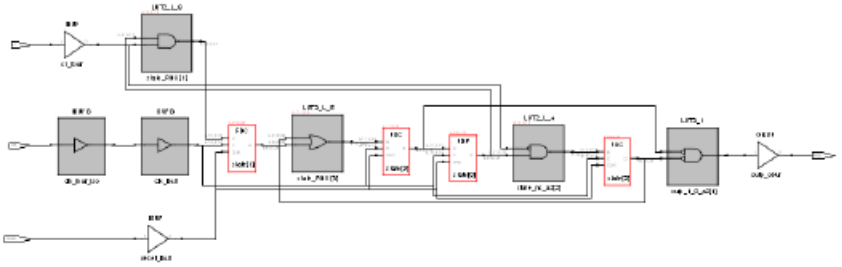
The following figure shows the default implementation of a state machine, with these encoding details reported:

```
Encoding state machine state [3:0] (netlist: statemachine)
original code -> new code
   00 -> 00
   01 -> 01
   10 -> 10
   11 -> 11
```



The next figure shows the state machine when the syn_encoding attribute is set to onehot, and the accompanying changes in the code:

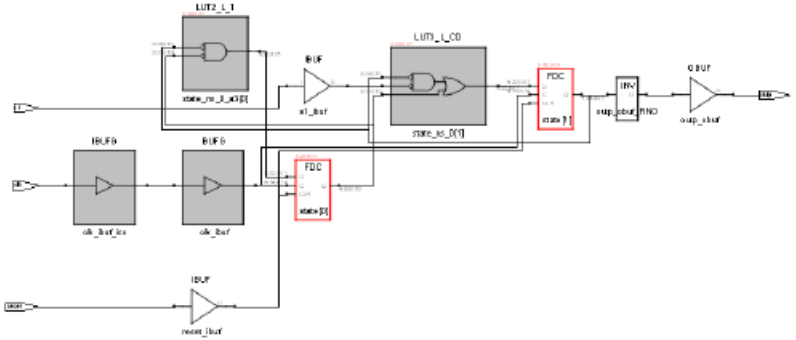
Verilog	`reg [1:0] state /* synthesis syn_encoding = "onehot"*/;`
VHDL	`attribute syn_encoding of state : signal is "onehot";`



```
Encoding state machine state [3:0] (netlist: statemachine)
   00 -> 0001
   01 -> 0010
   10 -> 0100
   11 -> 1000
```

The next figure shows the state machine when the syn_encoding attribute is set to gray:

Verilog	`reg [1:0] state /* synthesis syn_encoding = "gray"*/;`
VHDL	`attribute syn_encoding of state : signal is "gray";`



```
Encoding state machine state [3:0] (netlist: statemachine)
   00 -> 00
   00 -> 01
   10 -> 11
   11 -> 10
```

syn_enum_encoding

Directive

For VHDL designs. Defines how enumerated data types are implemented. The type of implementation affects the performance and device utilization.

syn_enum_encoding Values

Value	Description
default	Automatically assigns an encoding style that results in the best performance.
sequential	More than one bit of the state register can change at a time, but because more than one bit can be hot, the value must be decoded to determine the state. For example: 000, 001, 010, 011, 100.
onehot	Only two bits of the state register change (one goes to 0; one goes to 1) and only one of the state registers is hot (driven by a 1) at a time. For example: 0000, 0001, 0010, 0100, 1000.
gray	Only one bit of the state register changes at a time, but because more than one bit can be hot, the value must be decoded to determine the state. For example: 000, 001, 011, 010, 110.
string	This can be any value you define. For example: 001, 010, 101. See Example of syn_enum_encoding for User-Defined Encoding, on page 89.

Description

If FSM Compiler is enabled, this directive has no effect on the encoding styles of extracted state machines; the tool uses the values specified in the syn_encoding attribute instead.

However, if you have enumerated data types and you turn off the FSM Compiler so that no state machines are extracted, the syn_enum_encoding style is implemented in the final circuit. See Comparison of syn_encoding and

syn_enum_encoding, on page 88 for more information. For step-by-step details about setting coding styles with this attribute see Defining State Machines in VHDL, on page 392 of the *User Guide*.

A message appears in the log file when you use the syn_enum_encoding directive; for example:

```
CD231: Using onehot encoding for type mytype (red="10000000")
```

When using an application such as an equivalence checker, the encoding value automatically reverts to the sequential standard interpretation for the enumerations. Using a value other than sequential cannot guarantee that the application will use the same value. A message (CD233) is written to the log file as notification of the value change.

Comparison of syn_encoding and syn_enum_encoding

syn_encoding	syn_enum_encoding
Attribute	Directive
Set on a state machine to specify a particular encoding	Set on VHDL enumerated data types only. If you use syn_encoding instead, you get a warning message (CD721).
Affects how the mapper implements state machines in the final netlist	Affects how the compiler interprets associated enumerated data types in VHDL; it is not automatically propagated to the implementation of the state machine.
Requires FSM Compiler to be enabled	Requires FSM Compiler to be disabled for the syn_enum_encoding value to be implemented in the final circuit.

syn_enum_encoding, enum_encoding, and syn_encoding

Custom attributes are attributes that are not defined in the IEEE specifications, but which you or a tool vendor define for your own use. They provide a convenient back door in VHDL, and are used to better control the synthesis and simulation process.

- enum_encoding

  enum_encoding is a custom attributes that is widely used to allow specific binary encodings to be attached to enumerated type objects. The enum_encoding attribute is declared as follows:

```
attribute enum_encoding: string;
```

This can be either written directly in your VHDL design description, or provided by the tool vendor in a package. Once the attribute has been declared and given a name, it can be referenced as needed in the design description:

```
type statevalue is (INIT, IDLE, READ, WRITE, ERROR);
attribute enum_encoding of statevalue: type is
   "000 001 011 010 110";
```

When this is processed by a tool that supports the enum_encoding attribute, it uses the information about the statevalue encoding. Tools that do not recognize the enum_encoding attribute ignore the encoding.

- syn_enum_encoding and enum_encoding

  The syn_enum_encoding directive is the Synopsys equivalent of enum_encoding. Although it is recommended that you use syn_enum_encoding, the Synopsys FPGA tools recognize enum_encoding and treat it just like syn_enum_encoding. The tool uses the specified encoding when the FSM compiler is disabled, and ignores the value when the FSM Compiler is enabled.

  If you have both syn_enum_encoding and enum_encoding defined, the value of syn_enum_encoding prevails.

- syn_encoding and enum_encoding

  The Synopsys syn_encoding attribute specifies an implementation for a state machine. The tool uses this setting over the default if the FSM compiler is enabled. If enum_encoding and syn_encoding are both defined and the FSM compiler is enabled, the tool uses the value of syn_encoding.

Example of syn_enum_encoding for User-Defined Encoding

```
library ieee;
use ieee.std_logic_1164.all;

entity shift_enum is
   port (clk, rst : bit;
         O : out std_logic_vector(2 downto 0));
end shift_enum;
```

```
architecture behave of shift_enum is
type state_type is (S0, S1, S2);
attribute syn_enum_encoding: string;
attribute syn_enum_encoding of state_type : type is "001 010 101";
signal machine : state_type;
begin
   process (clk, rst)
   begin
      if rst = '1' then
         machine <= S0;
      elsif clk = '1' and clk'event then
         case machine is
            when S0 => machine <= S1;
            when S1 => machine <= S2;
            when S2 => machine <= S0;
         end case;
      end if;
   end process;
with machine select
      O <= "001" when S0,
      "010" when S1,
      "101" when S2;
end behave;
```

syn_enum_encoding Values Syntax

The following support applies for the syn_enum_encoding directive.

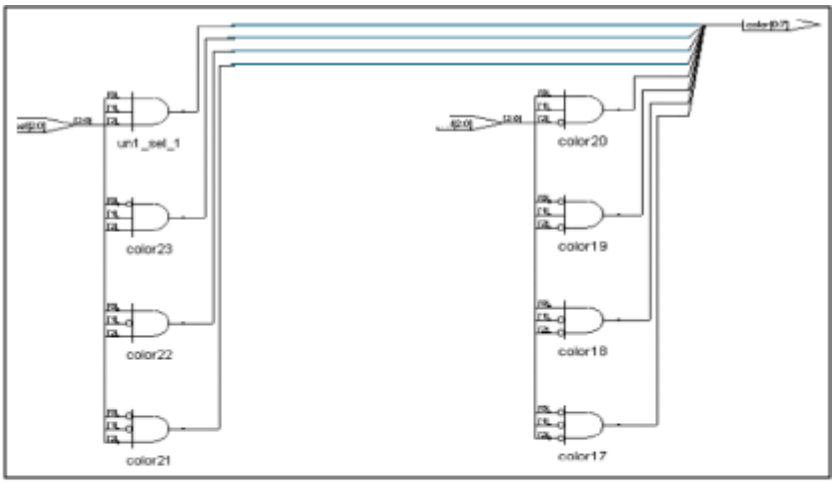
Global Support	Object
No/Yes	Enumerated data type.

This table summarizes the syntax in the following file type:

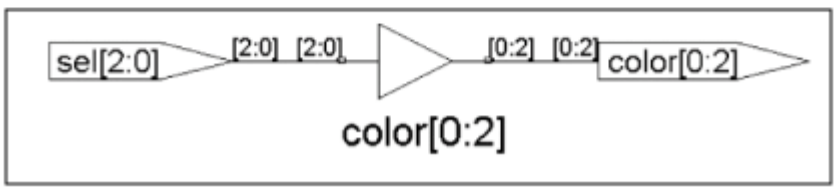
VHDL	attribute syn_enum_encoding of object : objectType is "value";	VHDL Example

Effect of Encoding Styles

The following figure provides an example of two versions of a design: one with the default encoding style, the other with the syn_enum_encoding directive overriding the default enumerated data types that define a set of eight colors.



syn_enum_encoding="default" based on 8 states, onehot assigned



syn_enum_encoding="sequential"

In this example, using the default value for syn_enum_encoding, onehot is assigned because there are eight states in this design. The onehot style implements the output color as 8 bits wide and creates decode logic to convert the input sel to the output. Using sequential for syn_enum_encoding, the logic is reduced to a buffer. The size of output color is 3 bits.

See the following section for the source code used to generate the schematics above.

VHDL Example

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

Here is the code used to generate the second schematic in the previous figure. (The first schematic will be generated instead, if "sequential" is replaced by "onehot" as the syn_enum_encoding value.)

```
package testpkg is
type mytype is (red, yellow, blue, green, white,
    violet, indigo, orange);
attribute syn_enum_encoding : string;
attribute syn_enum_encoding of mytype : type is "sequential";
end package testpkg;

library IEEE;
use IEEE.std_logic_1164.all;
use work.testpkg.all;

entity decoder is
   port (sel : in std_logic_vector(2 downto 0);
   color : out mytype);
end decoder;
architecture rtl of decoder is
begin
   process(sel)
   begin
      case sel is
         when "000" => color <= red;
         when "001" => color <= yellow;
         when "010" => color <= blue;
         when "011" => color <= green;
         when "100" => color <= white;
         when "101" => color <= violet;
         when "110" => color <= indigo;
         when others => color <= orange;
      end case;
   end process;
end rtl;
```

syn_hier

Attribute/Directive

Controls the amount of hierarchical transformation across boundaries on module or component instances during optimization.

Vendor	Devices
Microchip	newer families

syn_hier Values

Default	Global	Object
Soft	No	View

Value	Description
soft (default)	The synthesis tool determines the best optimization across hierarchical boundaries. This attribute affects only the design unit in which it is specified.
firm	Preserves the interface of the design unit. However, when there is cell packing across the boundary, it changes the interface and does not guarantee the exact RTL interface. This attribute affects only the design unit in which it is specified.
hard	Preserves the interface of the design unit and prevents most optimizations across the hierarchy. However, the boundary optimization for constant propagation is performed. Additionally, if all the clock logic is contained within the hard hierarchy, gated clock conversion can occur. This attribute affects only the specified design units.

fixed	Preserves the interface of the design unit with no exceptions. Fixed prevents all optimizations performed across hierarchical boundaries and retains the port interfaces as well. For more information, see Using syn_hier fixed, on page 96.
remove	Removes the level of hierarchy for the design unit in which it is specified. The hierarchy at lower levels is unaffected. This only affects synthesis optimization. The hierarchy is reconstructed in the netlist and Technology view schematics.
macro	Preserves the interface and contents of the design with no exceptions. This value can only be set on structural netlists. (In the constraint file, or using the SCOPE editor, set syn_hier to macro on the view (the **v:** object type).
flatten	Flattens the hierarchy of all levels below, but not the one where it is specified. This only affects synthesis optimization. The hierarchy is reconstructed in the netlist and Technology view schematics. To create a completely flattened netlist, use the syn_netlist_hierarchy attribute (syn_netlist_hierarchy, on page 135), set to false. You can use flatten in combination with other syn_hier values; the effects are described in Using syn_hier flatten with Other Values, on page 102. If you apply syn_hier to a compile point, flatten is the only valid attribute value. All other values only apply to the current level of hierarchy. The compile point hierarchy is determined by the type of compile point specified, so a syn_hier value other than flatten is redundant and is ignored.

Description

During synthesis, the tool dissolves as much hierarchy as possible to allow efficient logic optimization across hierarchical boundaries while maintaining optimal run times. The tool then rebuilds the hierarchy as close as possible to the original source to preserve the topology of the design.

Use the syn_hier attribute to address specific needs to maintain the original design hierarchy during optimization. This attribute gives you manual control over flattening/preserving instances, modules, or architectures in the design.

It is advised that you avoid using *syn_hier="fixed"* with tri-states.

Syntax Specification

FDC file	define_attribute {*object*} syn_hier {*value*}
Verilog	*object* /* synthesis syn_hier = "*value*" */;
VHDL	attribute syn_hier of *object* : architecture is "*value*";

SCOPE Example

	Enable	Object Type	Object	Attribute	Value	Value Type	Description	Comment
1	☑	view	v:work.alu	syn_hier	hard	string	Control hierarchy flattening	

```
define_attribute {v:work.alu} {syn_hier} {hard}
```

Example of Applying syn_hier Attribute Globally

The syn_hier attribute is not supported globally. However, you can apply this attribute globally on design hierarchies using Tcl collection commands.

To do this, create a global collection of the design views in the FDC constraint file. Then, apply the attribute to the collection as shown below:

```
define_scope_collection  all_views {find {v:*}}
define_attribute {$all_views} {syn_hier} {hard}
```

syn_hier in the SCOPE Window

If you use the SCOPE window to specify the syn_hier attribute, do not drag and drop the object into the SCOPE spreadsheet. Instead, first select syn_hier in the Attribute column, and then use the pull-down menu in the Object column to select the object. This is because you must set the attribute on a view (v:). If you drag and drop an object, you might not get a view object. Selecting the attribute first ensures that only the appropriate objects are listed in the Object column.

Using syn_hier fixed

When you use the fixed value with syn_hier, hierarchical boundaries are preserved with no exceptions. For example, optimizations such as constant propagation and gated or generated clock conversions are not performed across these boundaries.

Note: It is recommended that you do not use syn_hier with the fixed value on modules that have ports driven by tri-state gates. For details, see When Using Tri-states, on page 96.

When Using Tri-states

It is advised that you avoid using syn_hier="fixed" with tri-states. However, if you do, here is how the software handles the following conditions:

- Tri-states driving output ports

  If a module with syn_hier="fixed" includes tri-state gates that drive a primary output port, then the synthesis software retains a tri-state buffer so that the P&R tool can pack the tri-state into an output port.

- Tri-states driving internal logic

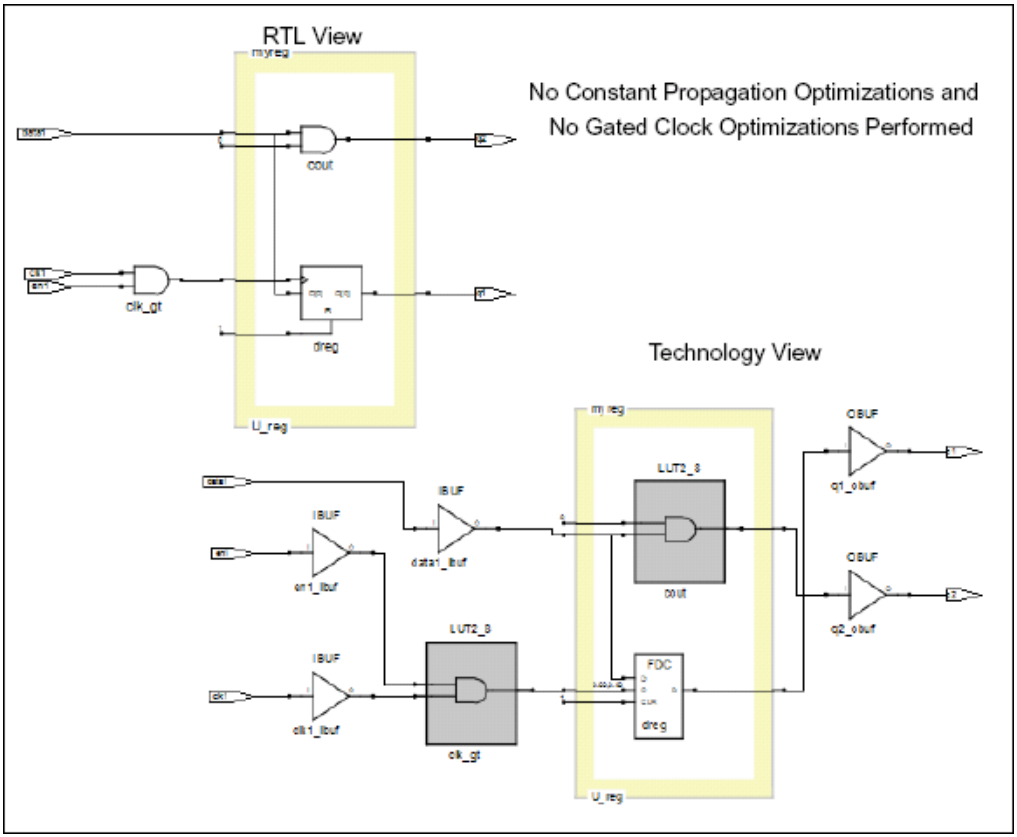
  If a module with syn_hier="fixed" includes tri-state gates that drive internal logic, then the synthesis software converts the tri-state gate to a MUX and optimizes within the module accordingly.

In the following code example, myreg has syn_hier set to fixed.

```
module top(
   clk1,en1, data1,
   q1, q2
   );
input clk1, en1;
input data1;
output q1, q2;
wire cwire, rwire;
wire clk_gt;
assign clk_gt = en1 & clk1;
```

```
// Register module
myreg U_reg (
   .datain(data1),
   .rst(1'b1),
   .clk(clk_gt),
   .en(1'b0),
   .dout(rwire),
   .cout(cwire)
   );
assign q1 = rwire;
assign q2 = cwire;
endmodule

module myreg (
   datain,
   rst,
   clk,
   en,
   dout,
   cout
   ) /* synthesis syn_hier = "fixed" */;
input clk, rst, datain, en;
output dout;
output cout;
reg dreg;
assign cout = en & datain;

always @(posedge clk or posedge rst)
   begin
      if (rst)
         dreg <= 'b0;
      else
         dreg <= datain;
   end
assign dout = dreg;
endmodule
```

The HDL Analyst views show that myreg preserves its hierarchical boundaries without exceptions and prevents constant propagation and gated clock conversions optimizations.



Effect of Using syn_hier

The following VHDL and Verilog examples show the effects of using the fixed and macro values with the syn_hier attribute.

VHDL Example 1

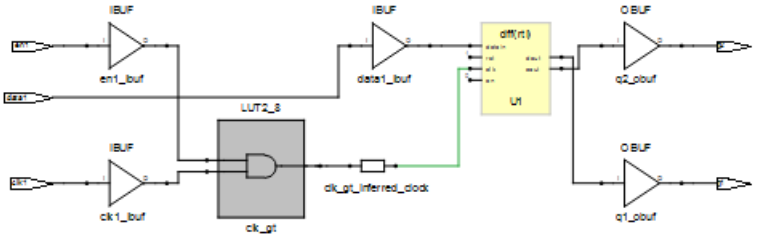
```
library ieee;
use ieee.std_logic_1164.all;
entity top is
port (data1: in std_logic;
   clk1: in std_logic;
   en1: in std_logic;
   q1: out std_logic;
   q2: out std_logic);
end;

architecture rtl of top is
signal cwire, rwire: std_logic;
signal clk_gt: std_logic;
component dff is
   port (datain: in std_logic;
   rst: in std_logic;
   clk: in std_logic;
   en: in std_logic;
   dout: out std_logic;
   cout: out std_logic);
end component;
begin
U1 : dff port map(datain => data1, rst => '1', clk =>
   clk_gt, en => '0', dout => rwire, cout => cwire);
q1 <= rwire;
q2 <= cwire;
clk_gt <= en1 and clk1;
end;

library ieee;
use ieee.std_logic_1164.all;
entity dff is
   port (datain: in std_logic;
   rst: in std_logic;
   clk: in std_logic;
   en: in std_logic;
   dout: out std_logic;
   cout: out std_logic);
end;

architecture rtl of dff is
signal dreg: std_logic;
attribute syn_hier : string;
attribute syn_hier of rtl: architecture is "fixed";
begin
```

```
        process (clk, rst)
        begin
        if (rst = '1') then
           dreg<= '0';
elsif (clk'event and clk ='1') then
   dreg<= datain;
end if;
dout <= dreg;
end process;
end;
```

After applying attribute with the value *fixed:*

Verilog
```
Module myreg(datain,rst,clk,en,dout,cout)/*synthesis syn_hier="fixed"*/;
```

VHDL
```
attribute syn_hier : string;
attribute syn_hier of rtl: architecture is "fixed";
```



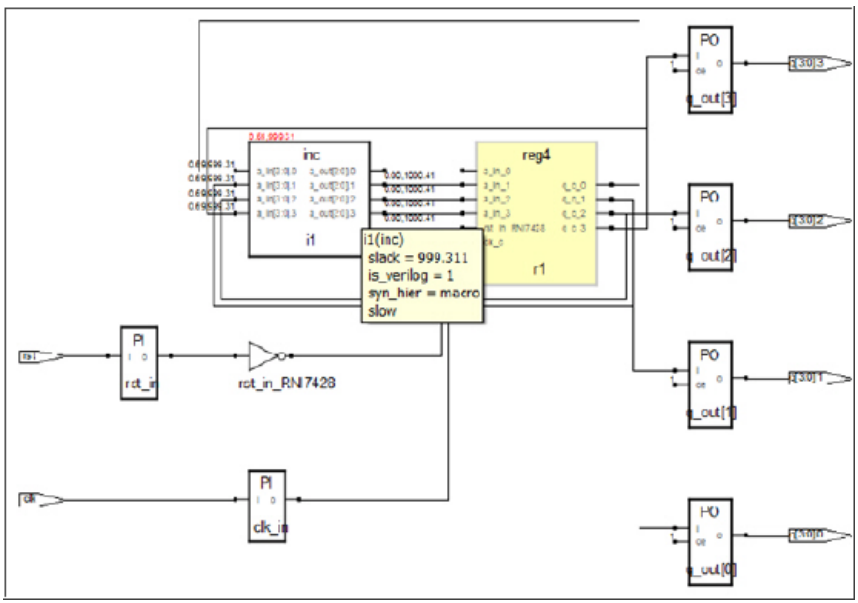
Verilog Example 2

```
module inc(a_in, a_out) /* synthesis syn_hier = "macro" */;
input [3:0] a_in;
output [3:0] a_out;
endmodule

module reg4(clk, rst, d, q);
input [3:0] d;
input clk, rst;
output [3:0] q;
reg [3:0] q;
always @(posedge clk or posedge rst)
```

```
if(rst)
q <= 0;
else
q <= d;
endmodule

module top(clk, rst, q);
input clk, rst;
output [3:0] q;
wire [3:0] a_in;
inc i1(q, a_in);
reg4 r1(clk, rst, a_in, q);
endmodule
```

After applying attribute with value *macro:*

Verilog	module inc(a_in, a_out) `/* synthesis syn_hier = "macro" */;`
VHDL	`attribute syn_hier : string;` `attribute syn_hier of rtl: architecture is "macro";`



Using syn_hier flatten with Other Values

You can combine flatten with other syn_hier values as shown below:

flatten,soft	Same as flatten.
flatten,firm	Flattens all lower levels of the design but preserves the interface of the design unit in which it is specified. This option also allows optimization of cell packing across the boundary.
flatten,remove	Flattens all lower levels of the design, including the one on which it is specified.

If you use flatten in combination with another option, the tool flattens as directed until encountering another syn_hier attribute at a lower level. The lower level syn_hier attribute then takes precedence over the higher level one.

These example demonstrate the use of the flatten and remove values to flatten the current level of the hierarchy and all levels below it (unless you have defined another syn_hier attribute at a lower level).

Verilog

```
module top1 (Q, CLK, RST, LD, CE, D)
/* synthesis syn_hier = "flatten,remove" */;

// Other code
```

VHDL

```
architecture struct of cpu is

attribute syn_hier : string;
attribute syn_hier of struct: architecture is "flatten,remove";

-- Other code
```

syn_insert_buffer

Attribute

Inserts a technology-specific clock buffer.

Vendor	Technologies
Microchip	IGLOO2 SmartFusion2 and newer families

syn_insert_buffer Values

Vendor	Value	Description	Technology
Microchip	CLKBUF	Pads: CLKBUF	SmartFusion2, IGLOO2
	CLKBIBUF	Pads: CLKBIBUF	SmartFusion2, IGLOO2 only
	CLKINT	Nets: CLKINT	SmartFusion2, IGLOO2 only
	RCLKINT	Nets: RCLKINT	SmartFusion2, IGLOO2 only

Description

Use this attribute to insert a clock buffer. You can also use it on a non-clock high fanout net, such as reset or common enable that needs global routing, to insert a global buffer for that port. The synthesis tool inserts a technology-specific clock buffer. The object you attach the attribute to also varies with the vendor.

Vendor	Object	Description
Microchip	Instance	Inserts the specified clock buffer.

syn_insert_buffer Syntax Specification

You cannot specify this attribute as a global value.

FDC	define_attribute object syn_insert_buffer *value*	FDC Example
Verilog	*object* /* synthesis syn_insert_buffer = "*value*" */;	Verilog Examples
VHDL	attribute syn_insert_buffer of *object* : *objectType* is "*value*";	

FDC Example

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
1	☑		i:clk_mux	syn_insert_buffer	BUFGMUX		

Verilog Examples

Refer to the following syn_insert_buffer Verilog examples supported for various vendors.

Microchip syn_insert_buffer Verilog Example

In the following example, the attribute is attached to LDPRE, SEL, RST, LDCOMP, and CLK.

```
module prep2_2 (DATA0, DATA1, DATA2, LDPRE, SEL, RST, CLK, LDCOMP);
output [7:0] DATA0;
input [7:0] DATA1, DATA2;
input LDPRE, SEL, RST, CLK
   /* synthesis syn_insert_buffer = "GL25" */, LDCOMP;
wire [7:0] DATA0_internal;
prep2_1 inst1 (CLK, RST, SEL, LDCOMP, LDPRE, DATA1, DATA2,
   DATA0_internal);
prep2_1 inst2 (CLK, RST, SEL, LDCOMP, LDPRE, DATA0_internal,
   DATA2, DATA0);
endmodule
```

```
module prep2_1 (CLK, RST, SEL, LDCOMP, LDPRE, DATA1, DATA2, DATA0);
input CLK, RST, SEL, LDCOMP, LDPRE;
input [7:0] DATA1, DATA2;
output [7:0] DATA0;
reg [7:0] DATA0;
reg [7:0] highreg_output, lowreg_output; // internal registers
wire compare_output = (DATA0 == lowreg_output); // comparator
wire [7:0] mux_output = SEL ? DATA1 : highreg_output;

// mux registers
always @ (posedge CLK or posedge RST)
begin
   if (RST) begin
      highreg_output = 0;
      lowreg_output = 0;
   end else begin
      if (LDPRE)
         highreg_output = DATA2;
      if (LDCOMP)
         lowreg_output = DATA2;
   end
end


// counter
always @(posedge CLK or posedge RST)
begin
   if (RST)
      DATA0 = 0;
   else if (compare_output) // load
      DATA0 = mux_output;
   else
      DATA0 = DATA0 + 1;
end

endmodule
```

syn_insert_pad

Attribute

Removes an existing I/O buffer from a port or net when I/O buffer insertion is enabled.

Vendor	Technology
Microchip	SmartFusion2, IGLOO2 and newer families

syn_insert_pad Values

Value	Description	Default	Global	Object
0	Removes an IBUF/OBUF from a port or net	None	No	Port, net
1	Replaces a previously removed IBUF/OBUF on a port or net.	None	No	Port, net

Description

The syn_insert_pad attribute is used when the Disable I/O Insertion option is not enabled (when buffers are automatically inserted) to allow users to selectively remove an individual buffer from a port or net or to replace a previously removed buffer.

- Setting the attribute to 0 on a port or net removes the I/O buffer (or prevents an I/O buffer from being automatically inserted).
- Setting the attribute to 1 on a port or net replaces a previously removed I/O buffer.

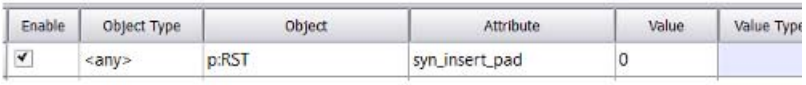
The syn_insert_pad attribute can only be applied through a constraint file.

syn_insert_pad Syntax

FDC define_attribute {*object*} syn_insert_pad {1|0} SCOPE Example

SCOPE Example

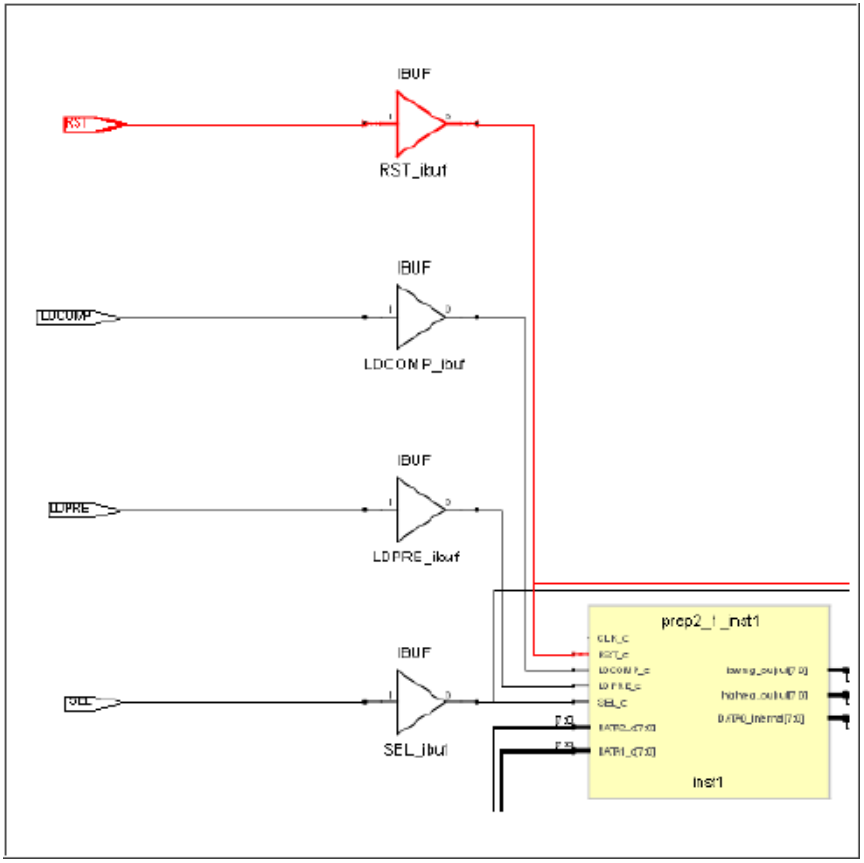
The following figure shows the attribute applied to the RST port using the SCOPE window:



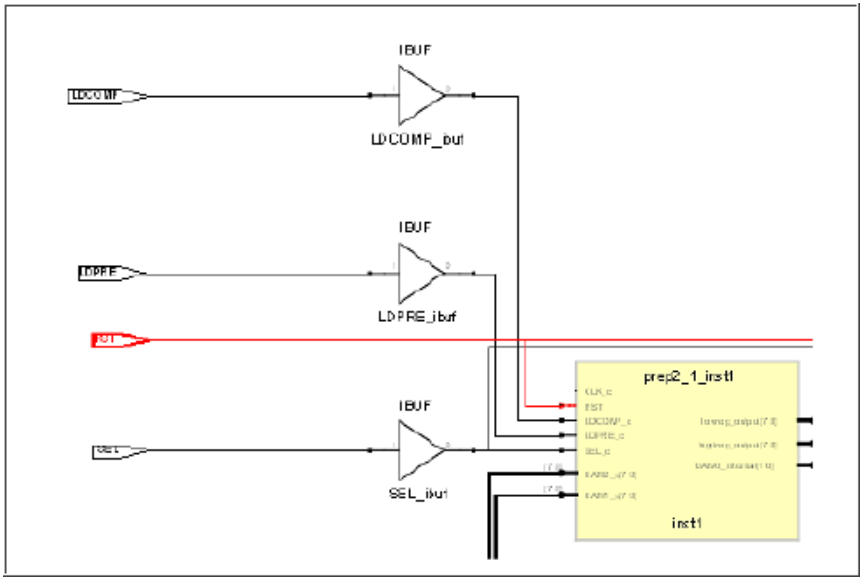
Enable	Object Type	Object	Attribute	Value	Value Type
☑	<any>	p:RST	syn_insert_pad	0	

Effect of Using syn_insert_pad

Original design before applying syn_insert_pad (or after applying syn_insert_pad with a value of 1 to replace a previously removed buffer).



Technology view after applying syn_insert_pad with a value of 0 to remove the original buffer from the RST input.


IBUF
LDCOMF
LDCOMF_ibuf
IBUF
LDPRE
LDPRE_ibuf
RST
IBUF
SEL
SEL_ibuf
prep2_1_inst1
inst1

syn_isclock

Directive

Specifies an input port on a black box as a clock.

syn_isclock Values

Value	Description	Object
1 | true	Specifies input port is a clock.	Input port on a black box
0 | false	Specifies input port is not a clock.	Input port on a black box

Description

Used with the syn_black_box directive and specifies an input port on a black box as a clock. Use the syn_isclock directive to specify that an input port on a black box is a clock, even though its name does not correspond to one of the recognized names. Using this directive connects it to a clock buffer if appropriate. The data type is Boolean.

The syn_isclock directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

syn_isclock Values Syntax

Verilog	*object* /* synthesis syn_isclock = 1 */;
VHDL	attribute syn_isclock of *object*: *objectType* is true;

Verilog Example

```
module test (myclk, a, b, tout,) /* synthesis syn_black_box */;
input myclk /* synthesis syn_isclock = 1 */;
input a, b;
output tout;
endmodule

//Top Level
module top (input clk, input a, b, output fout);
test U1 (clk, a, b, fout);
endmodule
```

VHDL Example

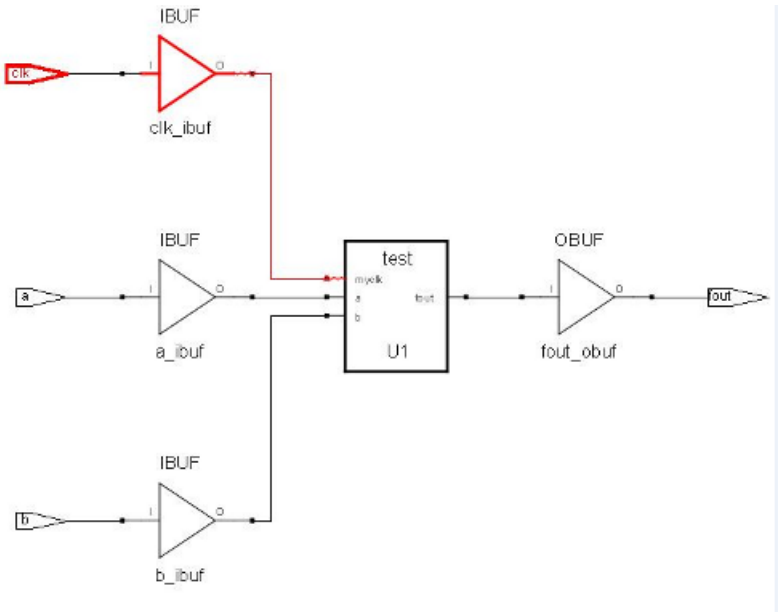
See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity test is
generic (size: integer := 8);
port (tout :   out std_logic_vector (size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic);
attribute syn_isclock : boolean;
attribute syn_isclock of myclk: signal is true;
end;

architecture rtl of test is
attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin
end;

-- TOP Level--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity top is
generic (size: integer := 8);
port (fout :   out std_logic_vector (size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
   clk : in std_logic
```

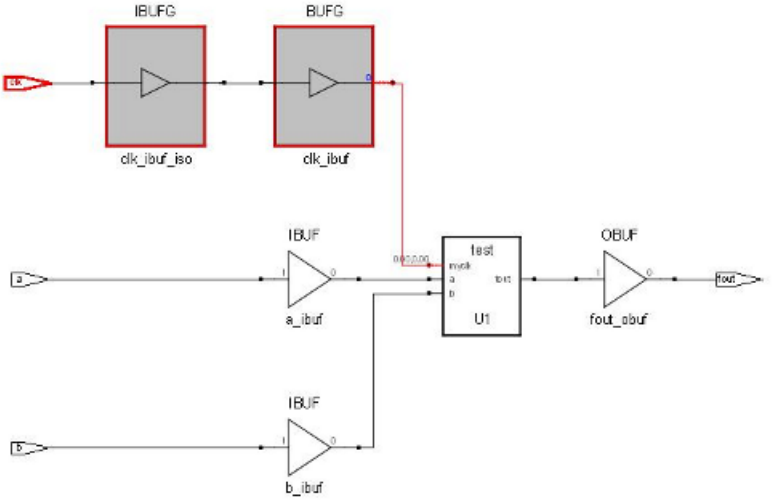
```
   );
end;

architecture rtl of top is
component test
generic (size: integer := 8);
port (tout :   out std_logic_vector (size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic
   );
end component;

begin
U1 : test port map (fout, a, b, clk);
end;
```

Effect of Using syn_isclock

This figure shows the HDL Analyst Technology view before using syn_isclock:



This figure shows the HDL Analyst Technology view after using syn_isclock:



syn_keep

Directive

Preserves the specified net and keeps it intact during optimization and synthesis.

Vendor	Technology	Global	Object
All	All	No	Net

syn_keep Values

Value	Description
0 | false (Default)	Allows nets to be optimized away.
1 | true	Preserves the specified net and keeps it intact during optimization and synthesis.

Description

With this directive, the tool preserves the net without optimizing it away by placing a temporary keep buffer primitive on the net as a placeholder. You can view this buffer in the schematic views (see Effect of Using syn_keep, on page 119 for an example). The buffer is not part of the final netlist, so no extra logic is generated. There are various situations where this directive is useful:

- To preserve a net that would otherwise be removed as a result of optimization. You might want to preserve the net for simulation results or to obtain a different synthesis implementation.
- To prevent duplicate cells from being merged during optimization. You apply the directive to the nets connected to the input of the cells you want to preserve.

- As a placeholder to apply the -through option of the set_multicycle_path or set_false_path timing constraint. This allows you to specify a unique path as a multiple-cycle or false path. Apply the constraint to the keep buffer.
- To prevent the absorption of a register into a macro. If you apply syn_keep to a reg or signal that will become a sequential object, the tool keeps the register and does not absorb it into a macro.

syn_keep with Multiple Nets in Verilog

In the following statement, syn_keep only applies to the last variable in the wire declaration, which is net c:

```
wire a,b,c /* synthesis syn_keep=1 */;
```

To apply syn_keep to all the nets, use one of the following methods:

- Declare each individual net separately as shown below.

  ```
  wire a /* synthesis syn_keep=1 */;
  wire b /* synthesis syn_keep=1 */;
  wire c /* synthesis syn_keep=1 */;
  ```

- Use Verilog 2001 parenthetical comments, to declare the syn_keep directive as a single line statement.

  ```
  (* syn_keep=1 *) wire a,b,c;
  ```

  For more information, see Attribute Examples Using Verilog 2001 Parenthetical Comments, on page 131.

syn_keep and SystemVerilog Data Types

The syn_keep directive can be used for SystemVerilog data types, like logic, wire, or bit to preserve a net with the specified SystemVerilog data type. An example is provided below:

```
module test (input din1, din2, din3, input clk, output reg dout);

User defined data type
typedef logic signals;

struct {
   signals A_1;
   signals B_1;
   } foo;
```

```
logic temp /* synthesis syn_keep = 1 */;

wire add;
assign add = din1 + din2;
assign temp= add /* synthesis syn_keep = 1 */;

always@(posedge clk)
   begin
      dout <= temp;
   end
endmodule
```

The following table shows examples of supported SystemVerilog data type assignments allowed with the syn_keep directive:

logic	`logic temp /* synthesis syn_keep = 1 */;`
wire	`wire temp /* synthesis syn_keep = 1 */;`
bit	`bit temp /* synthesis syn_keep = 1 */;`

For information about supported SystemVerilog data types, see Data Types, on page 141.

Comparison of syn_keep, syn_preserve, and syn_noprune

Although these directives all work to preserve logic from optimization, syn_keep, syn_preserve, and syn_noprune work on different objects:

syn_keep	Only works on nets and combinational logic. It ensures that the wire is kept during synthesis, and that no optimizations cross the wire. This directive is usually used to prevent unwanted optimizations and to ensure that manually created replications are preserved. When applied to a register, the register is preserved and not absorbed into a macro.
syn_preserve	Ensures that registers are not optimized away.
syn_noprune	Ensures that a black box is not optimized away when its outputs are unused (i.e., when its outputs do not drive any logic).

See Preserving Objects from Being Optimized Away, on page 413 in the *User Guide* for more information.

syn_keep Syntax

Verilog	*object* /* synthesis syn_keep = 1 */;	Verilog Example
VHDL	attribute syn_keep : boolean attribute syn_keep of *object* : *objectType* is true;	VHDL Example

Verilog Example

object **/* synthesis syn_keep = 1 */;**

object is a wire or reg declaration for combinational logic. Make sure that there is a space between the object name and the beginning of the comment slash (/).

Here is the source code used to produce the results shown in Effect of Using syn_keep, on page 119.

```
module example2(out1, out2, clk, in1, in2);
output out1, out2;
input clk;
input in1, in2;
wire and_out;
wire keep1 /* synthesis syn_keep=1 */;
wire keep2 /* synthesis syn_keep=1 */;
reg out1, out2;
assign and_out=in1&in2;
assign keep1=and_out;
assign keep2=and_out;

always @(posedge clk)begin;
   out1<=keep1;
   out2<=keep2;
end
endmodule
```

VHDL Example

attribute syn_keep of *object* **:** *objectType* **is true;**

object is a single or multiple-bit signal.

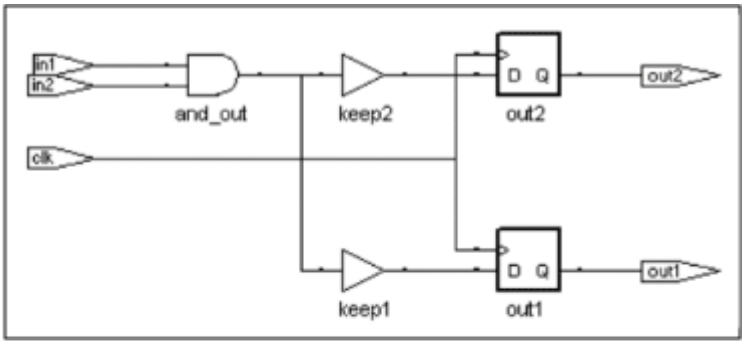
Here is the source code used to produce the schematics shown in Effect of Using syn_keep, on page 119.

```
entity example2 is
   port (in1, in2 : in bit;
         clk : in bit;
         out1, out2 : out bit);
end example2;

architecture rt1 of example2 is
attribute syn_keep : boolean;
signal and_out, keep1, keep2: bit;
attribute syn_keep of keep1, keep2 : signal is true;
begin
and_out <= in1 and in2;
keep1 <= and_out;
keep2 <= and_out;
   process(clk)
   begin
      if (clk'event and clk = '1') then
         out1 <= keep1;
         out2 <= keep2;
      end if;
   end process;
end rt1;
```

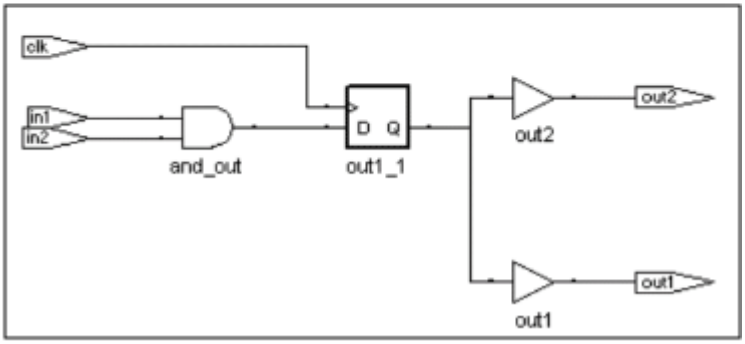
Effect of Using syn_keep

When you use syn_keep on duplicate logic, the tool retains it instead of optimizing it away. The following figure shows the Technology view for two versions of a design.

In the first, syn_keep is set on the nets connected to the inputs of the registers out1 and out2, to prevent sharing. The second figure shows the same design without syn_keep. Setting syn_keep on the input wires for the registers ensures that the design has duplicate registered outputs for out1 and out2. If you do not apply syn_keep to keep1 and keep2, the software optimizes out1 and out2, and only has one register.



With syn_keep



Without syn_keep

syn_looplimit

Directive

VHDL

Specifies a loop iteration limit for while loops in the design.

Description

VHDL only. For Verilog applications use the loop_limit directive (see loop_limit, on page 47).

The syn_looplimit directive specifies a loop iteration limit for a while loop on a per-loop basis, when the loop index is a variable, not a constant. If your design requires a variable loop index, use the syn_looplimit directive to specify a limit for the compiler. If you do not, you can get a “while loop not terminating” compiler error.

The limit cannot be an expression.

Alternatively, you can use the set_option looplimit command (Loop Limit GUI option) to set a global loop limit that overrides the default of 2000 loops. To use the Loop Limit option on the VHDL tab of the Implementation Options panel, see VHDL Panel, on page 358 in the *Command Reference*.

syn_looplimit Summary

Technology	Global	Object
All	Yes	Architecture

syn_looplimit Syntax

VHDL

```
attribute syn_looplimit : integer;
attribute syn_looplimit of labelName : label is value;
```

VHDL Example

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
use IEEE.numeric_std.all;
entity test is

port (
   clk  : in  std_logic;
   d_in : in  std_logic_vector(2999 downto 0);
   d_out: out std_logic_vector(2999 downto 0)
   );
end test;

architecture beh of test is

attribute syn_looplimit : integer;
attribute syn_looplimit of loopabc: label is 3000;

begin
   process (clk)
   variable i, k: integer := 0;
   begin
   if (clk'event and clk = '1') then
      k:=0;
      loopabc: while (k<2999) loop
         k:= k+ 1;
            d_out(k) <= d_in(k);
         end loop loopabc;
         d_out(0) <= d_in(0);
      end if;
   end process;
end beh;
```

syn_maxfan

Attribute

Overrides the default (global) fanout guide for an individual input port, net, or register output.

Vendor	Technology	Default
Microchip	All	None

syn_maxfan Value

value	Integer for the maximum fanout

Description

syn_maxfan overrides the global fanout for an individual input port, net, or register output. You set the default Fanout Guide for a design through the Device panel on the Implementation Options dialog box or with the -fanout_limit command. Use the syn_maxfan attribute to specify a different (local) value for individual I/Os.

Generally, syn_maxfan and the default fanout guide are suggested guidelines only, but in certain cases they function as hard limits.

- When they are guidelines, the synthesis tool takes them into account, but does not always respect them absolutely. The synthesis tool does not respect the syn_maxfan limit if the limit imposes constraints that interfere with optimization.
- The attribute value functions as a hard limit when it is attached to nets, ports, primitive instances, and registers in the designs. See Setting Fanout Limits, on page 418 of the *User Guide* for details.

You can apply the syn_maxfan attribute to the following objects:

- Registers or instances.
- Ports or nets. If you apply the attribute to a net, the synthesis tool creates a KEEPBUF component and attaches the attribute to it to prevent the net itself from being optimized away during synthesis.

The syn_maxfan attribute is often used along with the syn_noclockbuf attribute on an input port that you do not want buffered. There are a limited number of clock buffers in a design, so if you want to save these special clock buffer resources for other clock inputs, put the syn_noclockbuf attribute on the clock signal. If timing for that clock signal is not critical, you can turn off buffering completely to save area. To turn off buffering, set the maximum fanout to a very high number; for example, 1000. Note, do not use the syn_maxfan attribute with the fast synthesis option.

Similarly, you use syn_maxfan with the syn_replicate attribute in certain technologies to control replication.

syn_maxfan Syntax

Global	Object Type
No	Registers, instances, ports, nets

FDC	define_attribute {*object*} syn_maxfan {integer}	FDC Example
Verilog	*object* /* synthesis syn_maxfan = "*value*" */;	Verilog Example
VHDL	attribute syn_maxfan of *object* : *objectType* is "*value*";	VHDL Example

FDC Example

define_attribute {*object*} syn_maxfan {*integer*}

Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	<Global>	syn_maxfan	1	integer	Overrides the defaul...

Verilog Example

object **/* synthesis syn_maxfan = "***value***" */;**

For example:

```
module syn_maxfan (clk,rst,a,b,c,y);
input clk,rst;
input [7:0] a,b;
output reg [7:0] c,y;

reg d/* synthesis syn_maxfan=3 */;

always @ (posedge clk)
   begin
      if(rst)
         d <= 0;
      else
         d <= ~d;
   end

always @ (posedge d)
c <= a&b;

always @ (posedge clk)
   begin
      if(d)
         y<=0;
      else
         y <= a&b;
   end
endmodule
```

VHDL Example

attribute syn_maxfan of *object* **:** *objectType* **is "***value***";**

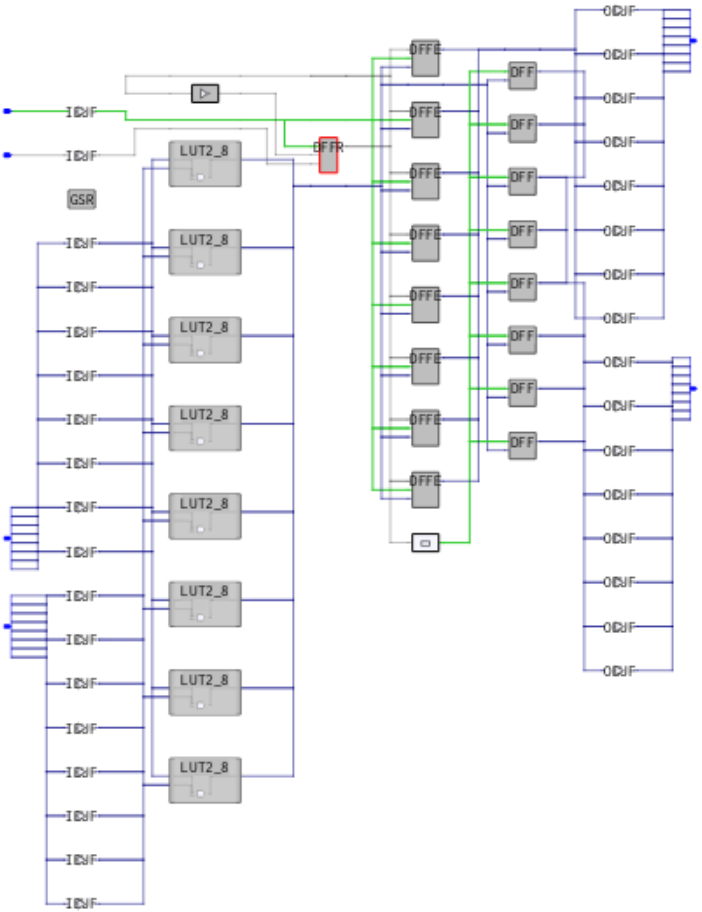
See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
entity test is
generic (n : integer := 10;
   m : integer := 7
);

   port (a : in std_logic_vector(7 downto 0);
      b : in std_logic_vector(7 downto 0);
      rst : in std_logic;
      clk : in std_logic;
      c : out std_logic_vector(7 downto 0));
end test;

architecture rtl of test is
signal d : std_logic;

attribute syn_maxfan : integer;
attribute syn_maxfan of d : signal is (n-m);

begin

process (clk)
   begin
   if (clk'event and clk = '1') then
      if (rst = '1') then
      d <= '0';
      else
      d <= not d;
      end if;
   end if;
end process;

process (clk)
   begin
```

```
if (clk'event and clk = '1') then
   if (d = '1') then
   c <= a and b;
   end if;
   end if;
   end process;

end rtl;
```

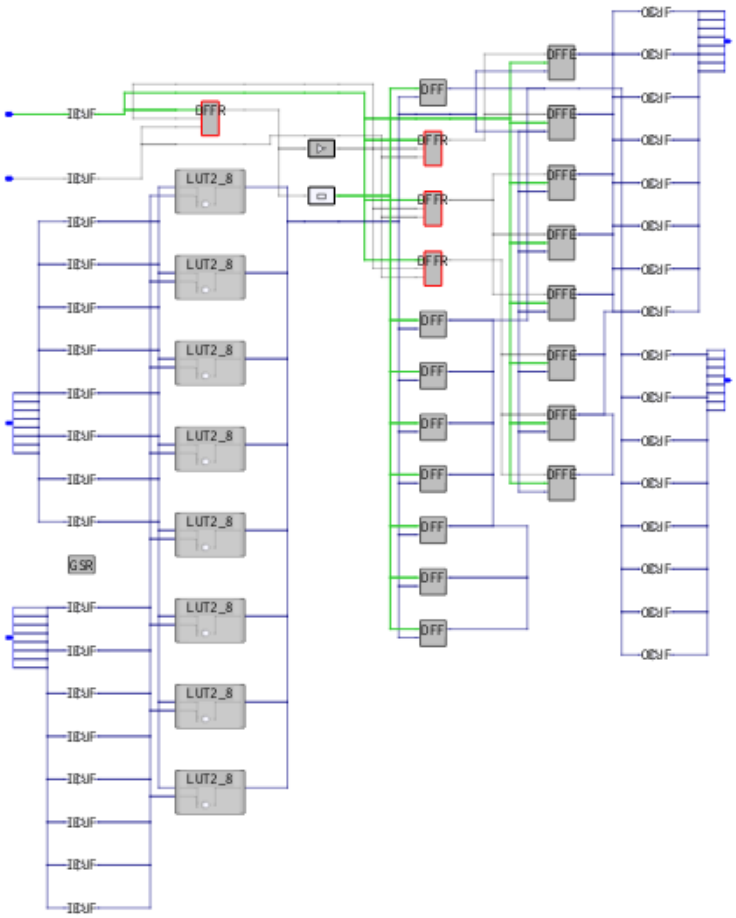
Effect of Using syn_maxfan

Before applying syn_maxfan:



After applying the attribute syn_maxfan, the register d is replicated three times (shown in red) because its actual fanout is 8, but we have restricted it to 3.

Verilog	reg d/* synthesis syn_maxfan=3 */;
VHDL	attribute syn_maxfan of d : signal is 3;



syn_multstyle

Attribute

Determines how multipliers are implemented.

Vendor	Device	Values
Microchip	SmartFusion2 IGLOO2 newer families	dsp | logic

syn_multstyle Values

Value	Description	Default
block_mult	Implements the multipliers as dedicated hardware blocks	X
logic	Implements the multipliers as logic.	-
dsp	*Microchip* Implements the multipliers as DSP blocks.	X

This table lists the valid values:

Microchip

- dsp
  Uses dedicated hardware DSP blocks. This is the default.
- logic
  Uses logic instead of dedicated resources.

Description

This attribute specifies whether the multipliers are implemented as dedicated hardware blocks or as logic. The implementation varies with the technology, as shown in the preceding table.

syn_multstyle Syntax

Global Attribute	Object
Yes	Module or instance

The following shows the attribute syntax when specified in different files:

FDC	**define_attribute** {*instance*} syn_multstyle {block_mult | logic | dsp} Global attribute: define_global_attribute syn_multstyle {block_mult | logic | dsp}	SCOPE Example
Verilog	*input net* /* synthesis syn_multstyle = “block_mult | logic | dsp” */;	Verilog Example
VHDL	attribute syn_multstyle of *instance* : signal is “block_mult | logic | dsp”;	VHDL Example

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

SCOPE Example

This SCOPE example specifies that the multipliers be globally implemented as logic:

	Enable	Object Type	Object	Attribute	Value	Value Type	Description
1	☑	<any>	<Glob...	syn_multstyle	logic	string	Special implementation of multipliers
2							

This example specifies that multipliers be implemented as logic.

```
define_attribute {temp[15:0]} syn_multstyle {logic}
```

Verilog Example

```
module mult(a,b,c,r,en);
input [7:0] a,b;
output [15:0] r;
input [15:0] c;
input en;
wire [15:0] temp /* synthesis syn_multstyle="logic" */;
assign temp = a*b;
assign r = en ? temp: c;
endmodule
```

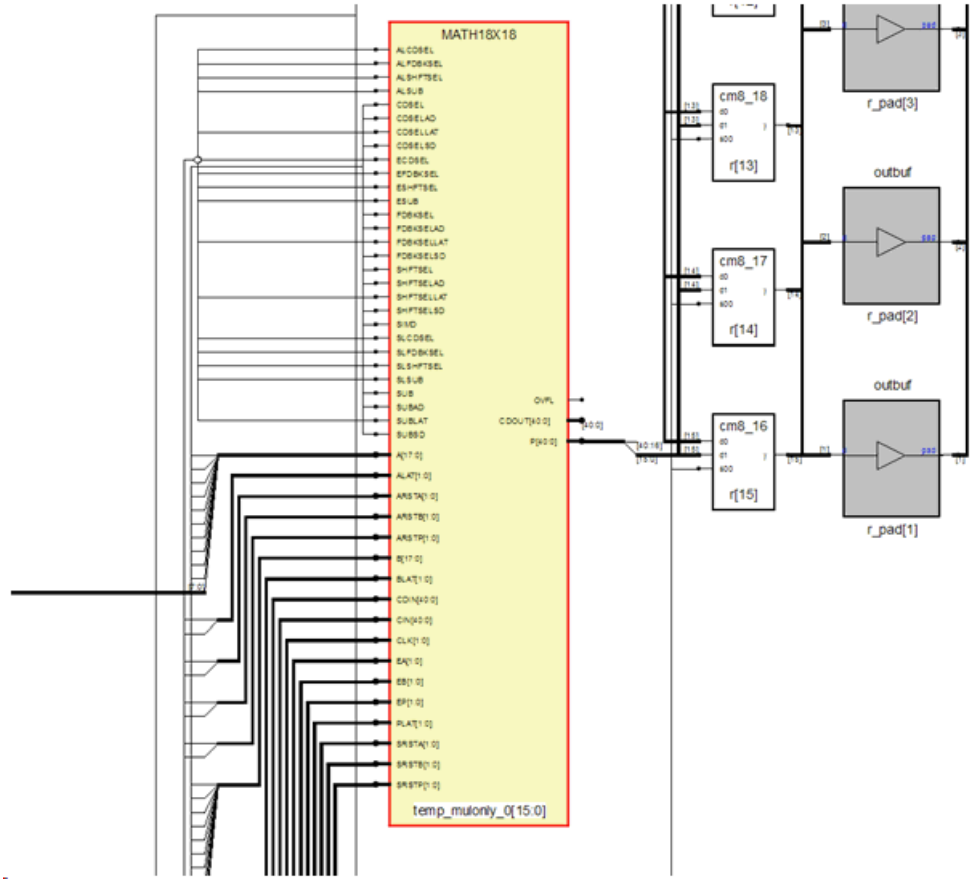
VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
USE ieee.numeric_std.all;

entity mult is
   port (clk : in std_logic;
      a : in std_logic_vector(7 downto 0);
      b : in std_logic_vector(7 downto 0);
      c : out std_logic_vector(15 downto 0))
end mults;

architecture rtl of mult is
signal mult_i : std_logic_vector(15 downto 0);
attribute syn_multstyle : string;
attribute syn_multstyle of mult_i : signal is "logic";
begin
mult_i <= std_logic_vector(unsigned(a)*unsigned(b));
   process(clk)
   begin
      if (clk'event and clk = '1') then
         c <= mult_i;
      end if;
   end process;
end rtl;
```

Effect of Using syn_multstyle in a Microchip Design

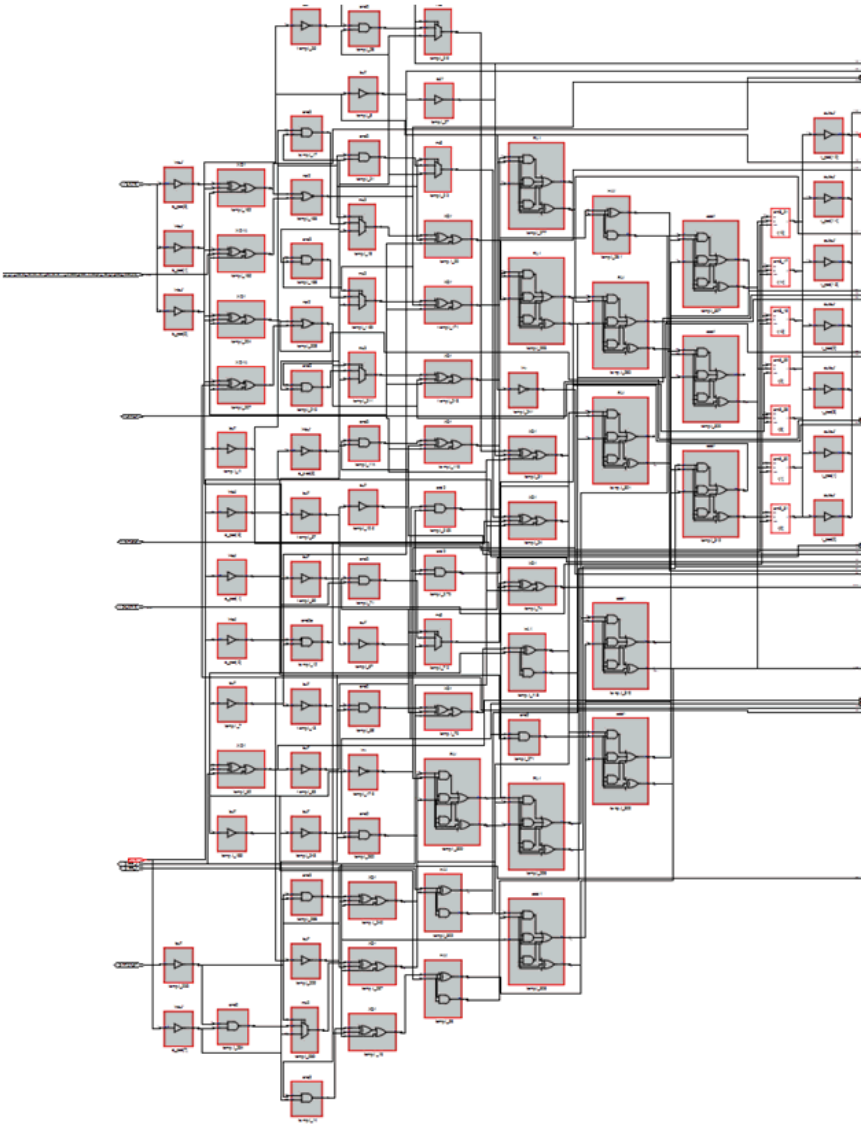
In a Microchip design, you can specify that the multipliers be implemented as logic or as dedicated DSP blocks. The following figure shows a multiplier implemented as DSP:

Verilog	`wire [15:0] temp /* synthesis syn_multstyle = “dsp”*/;`
VHDL	`attribute syn_multstyle of mult_i : signal is “dsp”;`



The following figure shows the same Microchip design with the multiplier implemented as logic when the attribute is set to logic:

Verilog	`wire [15:0] temp /* synthesis syn_multstyle = "logic"*/;`
VHDL	`attribute syn_multstyle of mult_i : signal is "logic";`



syn_netlist_hierarchy

Attribute

Determines if the generated netlist is to be hierarchical or flat.

Vendor	Technology
Microchip	newer families

syn_netlist_hierarchy Values

Value	Description	Default
1/true	Allows hierarchy generation	Default
0/false	Flattens hierarchy in the netlist	

Description

A global attribute that controls the generation of hierarchy in the output netlist when assigned to the top-level module in your design. The default (1/true) allows hierarchy generation, and setting the attribute to 0/false flattens the hierarchy and produces a completely flattened output netlist.

Syntax Specification

Global	Object
Yes	Module/Architecture

FDC	**define_global_attribute syn_netlist_hierarchy {0|1}**	SCOPE Example
Verilog	*object* **/* synthesis syn_netlist_hierarchy = 0|1 */;**	Verilog Example
VHDL	**attribute syn_netlist_hierarchy of** *object* **:** *objectType* **is true|false;**	VHDL Example

SCOPE Example

Enable	Object Type	Object	**Attribute**	Value	Value Type	Description
☑	global	<Global>	syn_netlist_hierarchy	1	boolean	Enable hierarchy reconstruction

Verilog Example

```
module fu_add(input a,b,cin,output su,cy);
assign su = a ^ b ^ cin;
assign cy = (a & b) | ((a^b) & cin);
endmodule 4

module rca_adder#(parameter width =4)
   (input[width-1:0]A,B,input CIN,
    output[width-1:0]SU,output COUT);
wire[width-2:0]CY;
fu_add FA0(.su(SU[0]),.cy(CY[0]),.cin(CIN),.a(A[0]),.b(B[0]));
fu_add FA1(.su(SU[1]),.cy(CY[1]),.cin(CY[0]),.a(A[1]),.b(B[1]));
fu_add FA2(.su(SU[2]),.cy(CY[2]),.cin(CY[1]),.a(A[2]),.b(B[2]));
fu_add FA3(.su(SU[3]),.cy(COUT),.cin(CY[2]),.a(A[3]),.b(B[3]));
endmodule

module rp_top#(parameter width =16)
   (input[width-1:0]A1,B1,input CIN1,
    output[width- 1:0]SUM,output COUT1) /*synthesis
      syn_netlist_hierarchy=0*/;
wire[2:0]CY1;
rca_adder RA0 (.SU(SUM[3:0]),.COUT(CY1[0]),.CIN(CIN1),
   .A(A1[3:0]),.B(B1[3:0]));
rca_adder RA1(.SU(SUM[7:4]),.COUT(CY1[1]),.CIN(CY1[0]),
   .A(A1[7:4]),.B(B1[7]));
rca_adder RA2 (.SU(SUM[11:8]),.COUT(CY1[2]),.CIN(CY1[1]),
   .A(A1[11:8]),.B(B1[11:8]));
rca_adder RA3(.SU(SUM[15:12]),.COUT(COUT1),.CIN(CY1[2]),
   .A(A1[15:12]),.B(B1[15:12]));
endmodule
```

VHDL Example

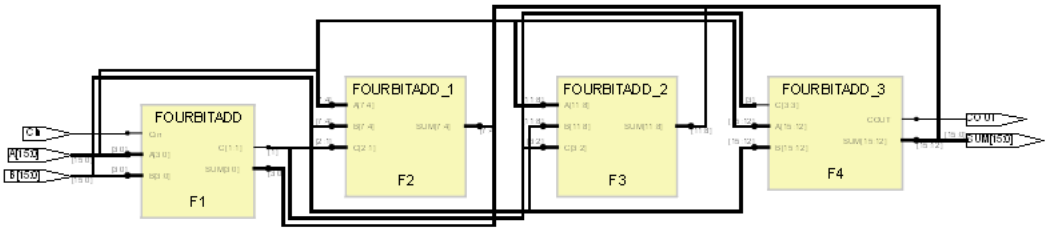
```
library ieee;
use ieee.std_logic_1164.all;

entity FULLADDER is
   port (a, b, c : in std_logic;
         sum, carry: out std_logic);
end FULLADDER;

architecture fulladder_behav of FULLADDER is
begin
   sum <= (a xor b) xor c ;
   carry <= (a and b) or (c and (a xor b));
end fulladder_behav;

library ieee;
use ieee.std_logic_1164.all;

entity FOURBITADD is
   port (a, b : in std_logic_vector(3 downto 0);
         Cin  : in std_logic;
         sum  : out std_logic_vector (3 downto 0);
         Cout, V : out std_logic);
end FOURBITADD;

architecture fouradder_structure of FOURBITADD is
signal c: std_logic_vector (4 downto 1);
component FULLADDER
   port (a, b, c: in std_logic;
         sum, carry: out std_logic);
end component;
begin
   FA0: FULLADDER
      port map (a(0), b(0), Cin, sum(0), c(1));
   FA1: FULLADDER
      port map (a(1), b(1), C(1), sum(1), c(2));
   FA2: FULLADDER
      port map (a(2), b(2), C(2), sum(2), c(3));
   FA3: FULLADDER
      port map (a(3), b(3), C(3), sum(3), c(4));
   V <= c(3) xor c(4);
   Cout <= c(4);
end fouradder_structure;
```

```
library ieee;
use ieee.std_logic_1164.all;

entity BITADD is
   port (A, B: in std_logic_vector(15 downto 0);
         Cin : in std_logic;
         SUM : out std_logic_vector (15 downto 0);
         COUT: out std_logic);
end BITADD;

architecture adder_structure of BITADD is
attribute syn_netlist_hierarchy : boolean;
attribute syn_netlist_hierarchy of adder_structure:
   architecture is false;
signal C: std_logic_vector (4 downto 1);

component FOURBITADD
   port (a, b: in std_logic_vector(3 downto 0);
         Cin : in std_logic;
         sum : out std_logic_vector (3 downto 0);
         Cout, V: out std_logic);
end component;

begin
   F1: FOURBITADD
      port map (A(3 downto 0),B(3 downto 0),
                Cin, SUM(3 downto 0),C(1));
   F2: FOURBITADD
      port map (A(7 downto 4),B(7 downto 4),
                C(1), SUM(7 downto 4),C(2));
   F3: FOURBITADD
      port map (A(11 downto 8),B(11 downto 8),
                C(2), SUM(11 downto 8),C(3));
   F4: FOURBITADD
      port map (A(15 downto 12),B(15 downto 12),
                C(3), SUM(15 downto 12),C(4));
   COUT <= c(4);
end adder_structure;
```

Effect of Using syn_netlist_hierarchy

Without applying the attribute (default is to allow hierarchy generation) or setting the attribute to 1/true creates a hierarchical netlist.

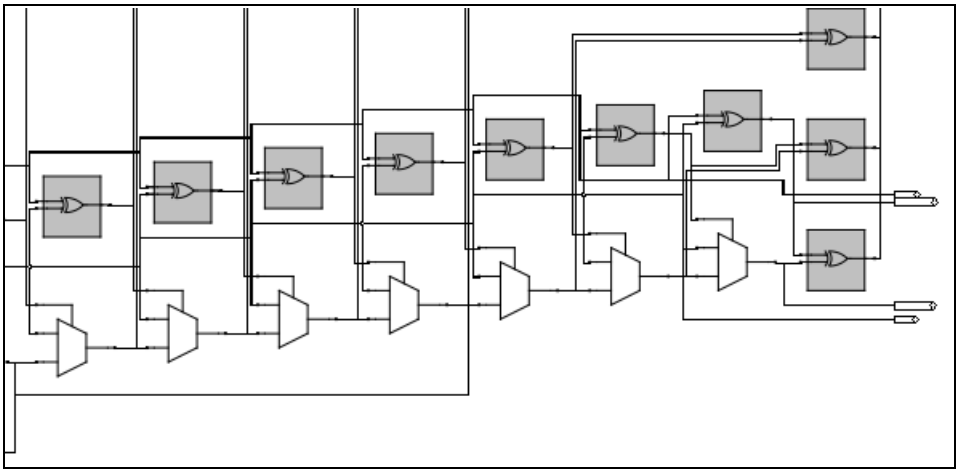
Verilog	`output[width-1:0]SUM,output COUT1)` `/*synthesis syn_netlist_hierarchy=1*/;`
VHDL	`attribute syn_netlist_hierarchy of adder_structure :` `architecture is true;`



Applying the attribute with a value of 0/false creates a flattened netlist.

Verilog
```
output[width-1:0]SUM,output COUT1)
/*synthesis syn_netlist_hierarchy=0*/;
```

VHDL
```
attribute syn_netlist_hierarchy of adder_structure :
architecture is false;
```



syn_hier flatten and syn_netlist_hierarchy

The syn_hier=flatten attribute and the syn_netlist_hierarchy=false attributes both flatten hierarchy, but work slightly differently. Use the syn_netlist_hierarchy attribute if you want a completely flattened netlist (this attribute flattens all levels of hierarchy). When you set syn_hier=flatten, you flatten the hierarchical levels below the component on which it is set, but you do not flatten the current hierarchical level where it is set. Refer to syn_hier, on page 93 for information about this attribute.

syn_no_compile_point

Attribute

Use this attribute with the Automatic Compile Point (ACP) feature. The software automatically identifies modules as compile points in the design based on its size, number of I/Os, and hierarchical levels. However, if you do not want the software to create a compile point for a particular view or module, then apply this attribute.

syn_no_compile_point Values

Global Support	Default	Object
No	0 | false	Module or architecture

Description

Use this attribute when the Auto Compile Point option is enabled. The software automatically identifies modules as compile points in the design based on its size, number of I/Os, and hierarchical levels. For details about this feature, see the The Automatic Compile Point Flow, on page 456.

However, if you do not want the software to create a compile point for a particular view or module, then apply this attribute. This design view or module is ignored by the Automatic Compile Point software, ensuring that a compile point is not generated for it during synthesis. You must explicitly set this attribute to 1 or true. When you specify syn_no_compile_point on a module, be aware that this does not prevent ACP from identifying compile points for other modules instantiated within that module.

syn_no_compile_point Syntax

The following table summarizes the syntax in different files.

FDC	define_attribute {v:*moduleName*} syn_no_compile_point {0 | 1}	FDC Example
Verilog	*object* /* synthesis syn_no_compile_point = 0 | 1*/;	Verilog Example
VHDL	attribute syn_no_compile_point : boolean; attribute syn_no_compile_point of *object* : *objectType* is false | true;	VHDL Example

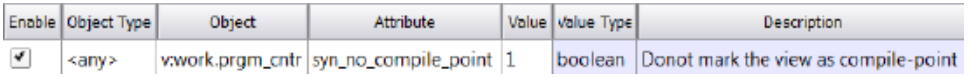
Where:

- *object* must be a view with the syntax v:*moduleName*
- *value* must be 1 or true

```
define_attribute {v:fifo} syn_no_compile_point {1}
```

You cannot apply this attribute globally.

FDC Example



Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	v:work.prgm_cntr	syn_no_compile_point	1	boolean	Donot mark the view as compile-point

```
define_attribute {v:work.prgm_cntr} {syn_no_compile_point} {1}
```

Verilog Example

The following Verilog code segment contains the module, mult, which should not be treated as a compile point during the ACP synthesis flow.

```
module add(input clk, input [4:0]a,[4:0]b, output reg [4:0]dout);
always@(posedge clk)
begin
   dout <= a + b;
end
endmodule
```

```
module mult(input clk, input [4:0]a, [4:0]b,
   output reg [9:0]dout)/* synthesis syn_no_compile_point="1" */;

always@(posedge clk)
begin
   dout <= a * b;
end
endmodule
```

VHDL Example

The following VHDL code segment contains the architecture, mult, which should not be treated as a compile point during the ACP synthesis flow.

```
--Multiplier Module
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity mult is
generic (size: integer :=5);
port (f_out :   out std_logic_vector(9 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
   clk : in std_logic
   );
end;

architecture rtl of mult is
attribute syn_no_compile_point: boolean;
attribute syn_no_compile_point of rtl: architecture is true;

begin
   process (clk)
   begin
      if (clk'event and clk = '1') then
         f_out <= a * b;
      end if;
   end process;
end;

--Add Module
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
```

```
entity add is
generic (size: integer :=5);
port (f_out :  out std_logic_vector(4 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
   clk : in std_logic
    );
end;

architecture rtl of add is
begin
   process (clk)
   begin
      if (clk'event and clk = '1') then
         f_out <= a + b;
      end if;
   end process;
end;
```

Effect of Using syn_no_compile_point

This attribute can be used when the Auto Compile Point option is turned on or if it is set in the project (prj) file as:

```
set_option -automatic_compile_point 1
```

The Automatic Compile Point (ACP) flow is applied globally and creates compile points automatically for large modules of a design. If you do not want this to occur for individual modules in the design, then you must set the syn_no_compile_point attribute to 1. This turns off the effects of automatically creating a compile point for the specified modules, which prevents extensive optimizations within the design units.

The effects of ACP synthesis for the Verilog/VHDL code segments above can be shown in the Technology view, where a module displayed with the color green (for example, v:add) is a compile point and a module displayed with the color yellow (for example, v:mult) is not considered a compile point and was specified with syn_no_compile_point=1.

syn_noarrayports

Attribute

Specifies signals as scalar in the output file.

Vendor	Devices
Microchip	newer devices

syn_noarrayports Values

Default	Global	Object
0	Yes	Module/Architecture

Description

Use this attribute to specify that the ports of a design unit be treated as individual signals (scalars), not as buses (arrays) in the output file.

Syntax Specification

SCOPE	define_global_attribute syn_noarrayports {0|1}
Verilog	object /* synthesis syn_noarrayports = 0 | 1;
VHDL	attribute syn_noarrayports of *object* : *objectType* is true | false;

SCOPE Example

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description	Comment
1	☑	global	<global>	syn_noarrayports	1	boolean	Disable array ports	

Verilog Example

```
module adder8(cout,sum,a,b,cin)
   /* synthesis syn_noarrayports = "1" */;
input[7:0] a,b;
input cin;
output reg[7:0] sum;
output reg cout;
always@(*)
begin
{cout,sum}=a+b+cin;
end
endmodule
```

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;
use ieee.std_logic_unsigned.all;

entity ADDER is
generic(n: natural :=8);
port( A:    in std_logic_vector(n-1 downto 0);
   B:    in std_logic_vector(n-1 downto 0);
   carry:    out std_logic;
   sum:    out std_logic_vector(n-1 downto 0)
);
end ADDER;

architecture adder_struct of ADDER is
attribute syn_noarrayports : boolean;
attribute syn_noarrayports of adder_struct : architecture is true;
signal result: std_logic_vector(n downto 0);
begin
   result <= ('0' & A)+('0' & B);
   sum <= result(n-1 downto 0);
   carry <= result(n);
end adder_struct;
```

Effect of Using syn_noarrayports

This example shows the netlist before applying the attribute:

Verilog
```
module adder8(cout,sum,a,b,cin)/* synthesis syn_noarrayport="0" */
```

VHDL
```
attribute syn_noarrayports : boolean;
attribute syn_noarrayports of adder_struct : architecture is false;
```

```
(library work
   (edifLevel 0)
   (technology (numberDefinition))
   (cell ADDER (cellType GENERIC)
     (view behv (viewType NETLIST)
       (interface
         (port (array (rename A "A(7:0)") 8) (direction INPUT))
         (port (array (rename B "B(7:0)") 8) (direction INPUT))
         (port (array (rename sum "sum(7:0)") 8) (direction OUTPUT))
         (port carry (direction OUTPUT))
       )
```

This example shows the netlist after applying the attribute:

Verilog

```
module adder8(cout,sum,a,b,cin)/* synthesis syn_noarrayport="1" */
```

VHDL

```
attribute syn_noarrayports : boolean;
attribute syn_noarrayports of adder_struct : architecture is true;
```

```
(library work
  (edifLevel 0)
  (technology (numberDefinition))
  (cell ADDER (cellType GENERIC)
    (view behv (viewType NETLIST)
     (interface
      (port (rename A_0 "A(0)") (direction INPUT))
      (port (rename A_1 "A(1)") (direction INPUT))
      (port (rename A_2 "A(2)") (direction INPUT))
      (port (rename A_3 "A(3)") (direction INPUT))
      (port (rename A_4 "A(4)") (direction INPUT))
      (port (rename A_5 "A(5)") (direction INPUT))
      (port (rename A_6 "A(6)") (direction INPUT))
      (port (rename A_7 "A(7)") (direction INPUT))
      (port (rename B_0 "B(0)") (direction INPUT))
      (port (rename B_1 "B(1)") (direction INPUT))
      (port (rename B_2 "B(2)") (direction INPUT))
      (port (rename B_3 "B(3)") (direction INPUT))
      (port (rename B_4 "B(4)") (direction INPUT))
      (port (rename B_5 "B(5)") (direction INPUT))
      (port (rename B_6 "B(6)") (direction INPUT))
      (port (rename B_7 "B(7)") (direction INPUT))
      (port carry (direction OUTPUT))
      (port (rename sum_0 "sum(0)") (direction OUTPUT))
      (port (rename sum_1 "sum(1)") (direction OUTPUT))
      (port (rename sum_2 "sum(2)") (direction OUTPUT))
      (port (rename sum_3 "sum(3)") (direction OUTPUT))
      (port (rename sum_4 "sum(4)") (direction OUTPUT))
      (port (rename sum_5 "sum(5)") (direction OUTPUT))
      (port (rename sum_6 "sum(6)") (direction OUTPUT))
      (port (rename sum_7 "sum(7)") (direction OUTPUT))
     )
```

syn_noclockbuf

Attribute

Turns off automatic clock buffer usage.

Vendor	Technology
Microchip	all

syn_noclockbuf Values

Value	Description
0/false (Default)	Turns on clock buffering.
1/true	Turns off clock buffering.

Description

The synthesis tool uses clock buffer resources, if they exist in the target module, and puts them on the highest fanout clock nets. You can turn off automatic clock buffer usage by using the syn_noclockbuf attribute. For example, you can put a clock buffer on a lower fanout clock that has a higher frequency and a tighter timing constraint.

You can turn off automatic clock buffering for nets or specific input ports. Set the Boolean value to 1 or true to turn off automatic clock buffering.

You can attach this attribute to a port or net in any hard architecture or module whose hierarchy will not be dissolved during optimization.

Constraint File Syntax and Example

Global Support	Object
Yes	module/architecture

define_attribute {*clock_port***} syn_noclockbuf {0|1}**

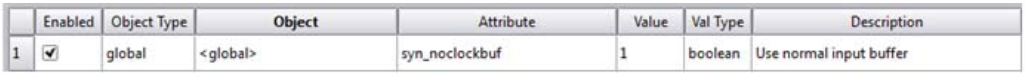
define_global_attribute syn_noclockbuf {0|1}

For example:

```
define_attribute {clk} syn_noclockbuf {1}
define_global_attribute syn_noclockbuf {1}
```

FDC Example

The syn_noclockbuf attribute can be applied in the SCOPE window as shown:



	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
1	☑	global	<global>	syn_noclockbuf	1	boolean	Use normal input buffer

Verilog Syntax and Examples

object **/* synthesis syn_noclockbuf = 1 | 0 */;**

```
module ckbufg (d,clk,rst,set,q);
input d,rst,set;
input clk   /*synthesis syn_noclockbuf=1*/;
output reg q;
always@(posedge clk)
begin
if(rst)
q<=0;
else if(set)
q<=1;
else
q<=d;
end
endmodule
```

VHDL Syntax and Examples

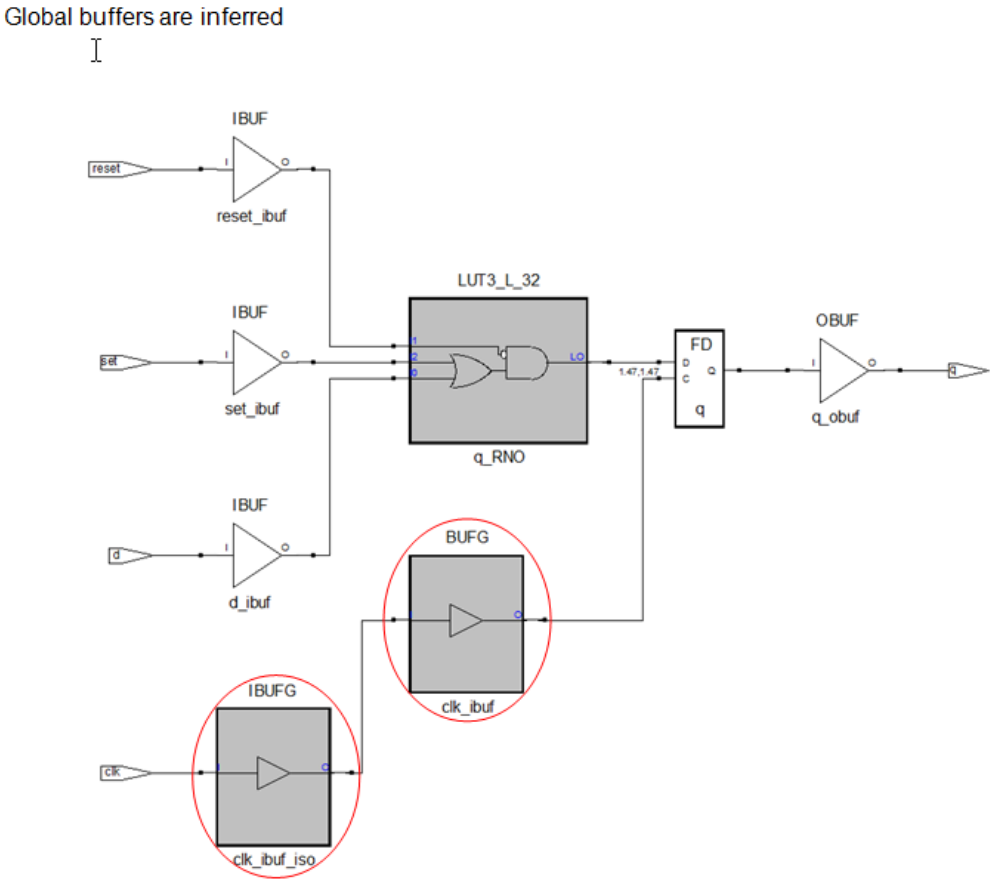
attribute syn_noclockbuf of *object* **:** *objectType* **is true** | **false;**

```
library IEEE;
use IEEE.std_logic_1164.all;
entity d_ff_srss is
port (d,clk,reset,set : in STD_LOGIC;
           q : out STD_LOGIC);
attribute syn_noclockbuf: Boolean;
attribute syn_noclockbuf of clk : signal is false;
end d_ff_srss;
architecture d_ff_srss of d_ff_srss is
begin
process(clk)
begin
if clk'event and clk='1' then
if reset='1' then
q <= '0';
elsif set='1' then
q <= '1';
else
q <= d;
end if;
end if;
end process;
end d_ff_srss;
```

Effect of Using syn_noclockbuf

The following graphic shows a design without the syn_noclockbuf attribute.

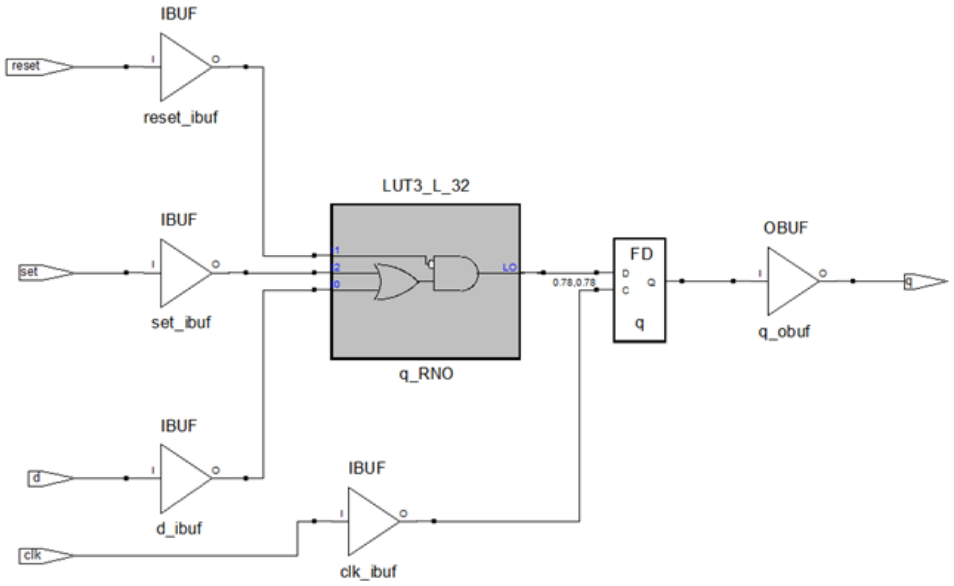
Verilog	input clk /*synthesis syn_noclockbuf=0*/;
VHDL	attribute syn_noclockbuf: Boolean; attribute syn_noclockbuf of clk : signal is false;



The following graphic shows a design with the syn_noclockbuf attribute.

Verilog	input clk /*synthesis syn_noclockbuf=1*/;
VHDL	attribute syn_noclockbuf: Boolean; attribute syn_noclockbuf of clk : signal is true;

No global buffers inferred

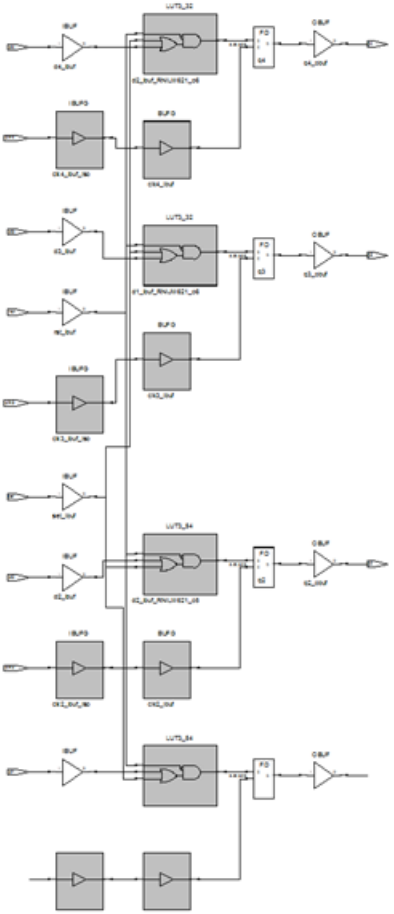


Global Support

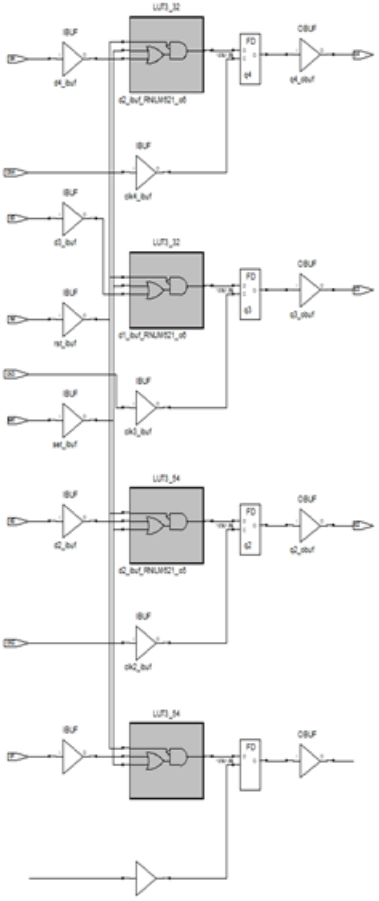
When syn_noclockbuf attribute is applied globally, global buffers are inferred by default. If the syn_noclockbuf attribute value is set to 1, global buffers are not inferred.

HDL	module ckbufg(d1,d2,d3,d4,clk1,clk2,clk3,clk4,rst,set,q1,q2,q3,q4)/*synthesis syn_noclockbuf=1*/;
FDC	`define_global_attribute {syn_noclockbuf} {1}`

Before Applying attribute



After applying attribute



syn_noprune

Directive

Prevents optimizations for instances and black-box modules (including technology-specific primitives) with unused output ports.

Vendor	Technology	Global	Object
All	All	No	Verilog module/instance VHDL architecture/component

syn_noprune Values

Value	Description
0 | false (Default)	Allows instances and black-box modules with unused output ports to be optimized away.
1 | true	Prevents optimizations for instances and black-box modules with unused output ports.

Description

Use this directive to prevent the removal of instances, black-box modules, and technology-specific primitives with unused output ports during optimization.

By default, the synthesis tool removes any module that does not drive logic as part of the synthesis optimization process. If you want to keep such an instance in the design, use the syn_noprune directive on the instance or module, along with syn_hier set to hard.

The syn_noprune directive can prevent a hierarchy from being dissolved or flattened. To ensure that a design with multiple hierarchies is preserved, apply this directive on the leaf hierarchy, which is the lower-most hierarchical level. This is especially important when hierarchies cannot be accessed or edited.

For further information about this and other directives used for preserving logic, see Comparison of syn_keep, syn_preserve, and syn_noprune, on page 117, and Preserving Objects from Being Optimized Away, on page 413 in the *User Guide*.

syn_noprune Syntax

Verilog	*object* /* synthesis syn_noprune = 1 */;	Verilog Examples
VHDL	attribute syn_noprune : boolean attribute syn_noprune of *object* : *objectType* is true;	VHDL Examples

Verilog Examples

This section contains code snippets and examples.

Verilog Example 1: Module Declaration

```
// Verilog Example 1 -- Module Declaration


//Top module
module top (input int a, b, output int c);
assign c=b;
sub i1 (a);
endmodule
//Intermediate sub level which does not specify syn_noprune
module sub (input int a);
leaf i2 (a,);
endmodule
//Leaf level with syn_noprune directive
```

```
module leaf (input int a, output int b)
   /* synthesis syn_noprune=1*/;
assign b = a;
endmodule
```

syn_noprune can be applied in two places: on the module declaration or in the top-level instantiation. The most common place to use syn_noprune is in the declaration of the module. By placing it here, all instances of the module are protected.

```
module top (a,b,c,d,x,y); /* synthesis syn_noprune=1 */;
// Other code
```

The results for this example are shown in Effect of Using syn_noprune: Example 1, on page 167.

Verilog Black Box Declaration

Here is a snippet showing syn_noprune used on black box instances. If your design uses multiple instances with a single module declaration, the synthesis comment must be placed before the comma (,) following the port list for each of the instances.

```
my_design my_design1(out,in,clk_in) /* synthesis syn_noprune=1 */;
my_design my_design2(out,in,clk_in) /* synthesis syn_noprune=1 */;
```

In this example, only the instance my_design2 will be removed if the output port is not mapped.

Verilog Example 2: Hierarchical Design

```
// Verilog Example 2: Hierarchical Design


//Leaf level module
module sub1 (data, rst, dout);
parameter width = 1;
input [width :0] data;
input rst;
```

```
output [width : 0] dout;
assign dout = rst?1'b0:data;
endmodule
//Intermediate Top level with 3 instances of sub1
module top (data1,data2,data3, rst, dout1);
parameter width1 = 2;
parameter width2 = 3;
parameter width3 = 4;
input [width1 :0] data1;
input [width2 :0] data2;
input [width3 :0] data3;
input rst;
output [width1 : 0] dout1;
sub1 #(width1) inst1 (data1,rst,dout1);
sub1 #(width2) inst2 (data2,rst,) /* synthesis syn_noprune=1 */;
sub1 #(width3) inst3 (data3,rst,);
endmodule
//Top level
module top1 (data1,data2,data3, rst, dout1);
parameter width1 = 2;
parameter width2 = 3;
parameter width3 = 4;
input [width1 :0] data1;
input [width2 :0] data2;
input [width3 :0] data3;
input rst;
output [width1 : 0] dout1;
```

```
top #(width1, width2, width3) top (data1,data2,data3, rst, dout1);

endmodule
```

In this example, syn_noprune is applied on the leaf-level module sub1. Although syn_noprune has not been applied to the intermediate level hierarchy, the directive is specified on an instance of module sub1 that includes inst1, inst2, and inst3. The software propagates this directive upwards in the hierarchy chain. See Effect of Using syn_noprune: Example 2, on page 168.

VHDL Examples

This section contains code snippets and examples.

Architecture Declaration

The syn_noprune directive is normally associated with the names of architectures. Once it is associated, any component instantiation of the architecture (design unit) is protected from being deleted.

```
library ieee;
architecture mydesign of rtl is

attribute syn_noprune : boolean;
attribute syn_noprune of mydesign : architecture is true;

-- Other code
```

VHDL Example 3: Component Declaration

```
-- VHDL Example 3: Component Declaration


library ieee;

use ieee.std_logic_1164.all;

entity sub is

port (a, b, c, d : in std_logic;

x,y : out std_logic);

end sub;
```

```
architecture behave of sub is
attribute syn_hier : string;
attribute syn_hier of behave : architecture is “hard”;
begin
x <= a and b;
y <= c and d;
end behave;

--Top level
library ieee;
use ieee.std_logic_1164.all;
entity top is
port (a1, b1 : in std_logic;
c1,d1,clk : in std_logic;
y1 :out std_logic);
end;
architecture behave of top is
component sub
port (a, b, c, d : in std_logic;
x,y : out std_logic);
end component;

attribute syn_noprune : boolean;
attribute syn_noprune of sub : component is true;

signal x2,y2,x3,y3 : std_logic;
```

```
begin
u1: sub port map(a1, b1, c1, d1, x2, y2);
u2: sub port map(a1, b1, c1, d1, x3, y3);

process begin
wait until (clk = '1') and clk'event;
y1 <= a1;
end process;

end;
```

The results for this example are shown in Effect of Using syn_noprune: Example 3, on page 170.

VHDL Example: Component Instance Declaration

```
-- VHDL Example: Component Instance Declaration

library ieee;
use ieee.std_logic_1164.all;
entity sub is
port (a, b, c, d : in std_logic;
x,y : out std_logic);
end sub;
architecture behave of sub is
attribute syn_hier : string;
attribute syn_hier of behave : architecture is "hard";
begin
x <= a and b;
y <= c and d;
```

```
end behave;
--Top level
library ieee;
use ieee.std_logic_1164.all;
entity top is
port (a1, b1 : in std_logic;
c1,d1,clk : in std_logic;
y1 :out std_logic);
end;
architecture behave of top is
component sub
port (a, b, c, d : in std_logic;
x,y : out std_logic);
end component;
signal x2,y2,x3,y3 : std_logic;
attribute syn_noprune : boolean;
attribute syn_noprune of u1 : label is true;
begin
u1: sub port map(a1, b1, c1, d1, x2, y2);
   --Instance with syn_noprune directive
u2: sub port map(a1, b1, c1, d1, x3, y3);
process begin
wait until (clk = '1') and clk'event;
y1 <= a1;
end process;

end;
```

The syn_noprune directive works the same on component instances as with a component declaration.

VHDL Example 4: Black Box

```
-- VHDL Example 4: Black Box


--Top level
library ieee;
use ieee.std_logic_1164.all;
entity top is
port (a1, b1 : in std_logic;
c1,d1,clk : in std_logic;
y1 :out std_logic);
end;
architecture behave of top is
component sub
port (a, b, c, d : in std_logic;
x,y : out std_logic);
end component;
attribute syn_noprune : boolean;
attribute syn_noprune of sub : component is true;

signal x2,y2,x3,y3 : std_logic;
begin
u1: sub port map(a1, b1, c1, d1, x2, y2);
u2: sub port map(a1, b1, c1, d1, x3, y3);

process begin
```

```
wait until (clk = '1') and clk'event;

y1 <= a1;

end process;


end;
```

The results for this example are shown in Effect of Using syn_noprune: Example 4, on page 171.

Mixed Language Example

The syn_noprune directive can be specified on a module or architecture in a mixed Verilog and VHDL design.

Example 5: Mixed Language Design

The syn_noprune directive is specified on module sub in the top-level Verilog file.

```
module top (input a1,b1,c1,d1,
input a2,b2,c2,d2,
output x,y
);

sub inst1 (a1,b1,c1,d1,,)/*synthesis syn_noprune=1*/;
sub inst2 (a2,b2,c2,d2,x,y);

endmodule
```

The architecture sub is defined in the following VHDL library file.

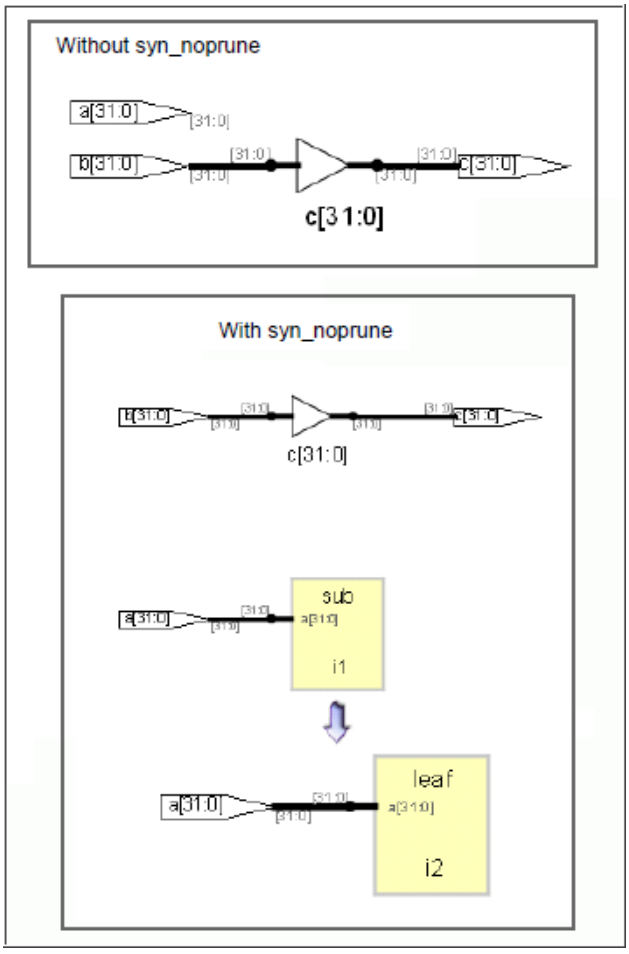
```
library ieee;
use ieee.std_logic_1164.all;
entity sub is
port (a, b, c, d : in std_logic;
x,y : out std_logic);
end sub;

architecture behave of sub is
attribute syn_hier : string;
```

```
attribute syn_hier of behave : architecture is "hard";
begin
x <= a and b;
y <= c and d;
end behave;
```

The results for this example are shown in Effect of Using syn_noprune in a Mixed Language Design, on page 172.

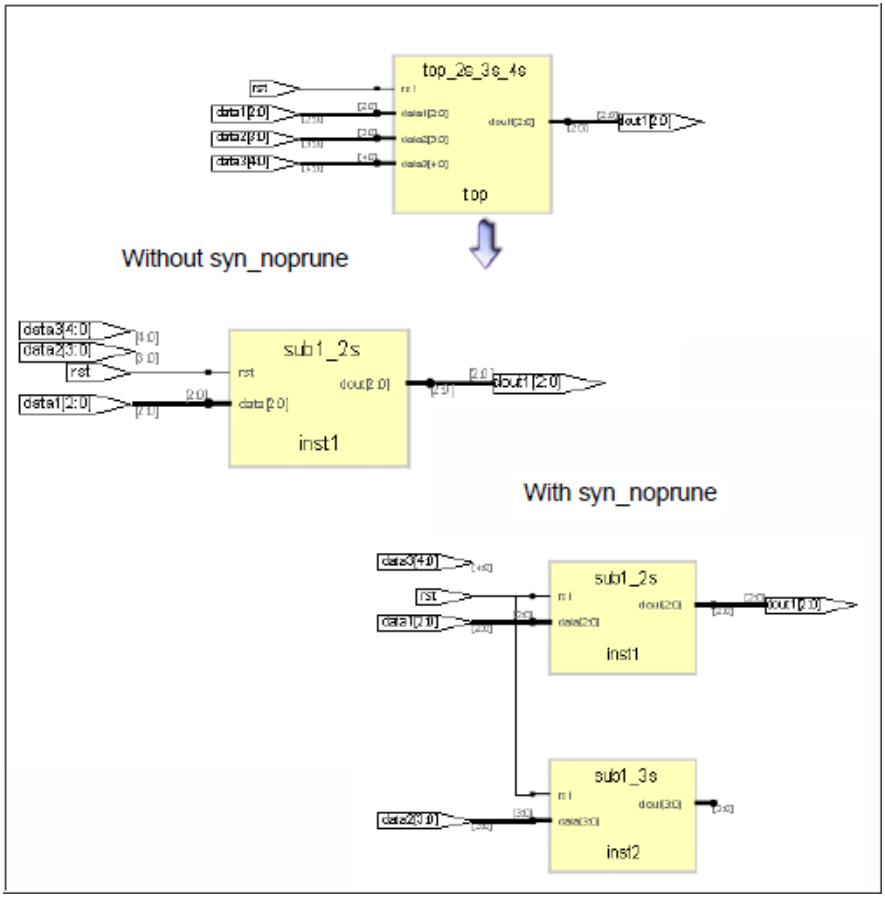
Effect of Using syn_noprune: Example 1

The following RTL view shows that the design hierarchy is preserved when the syn_noprune directive is applied on the module leaf. Otherwise, the design hierarchies are dissolved.



Effect of Using syn_noprune: Example 2

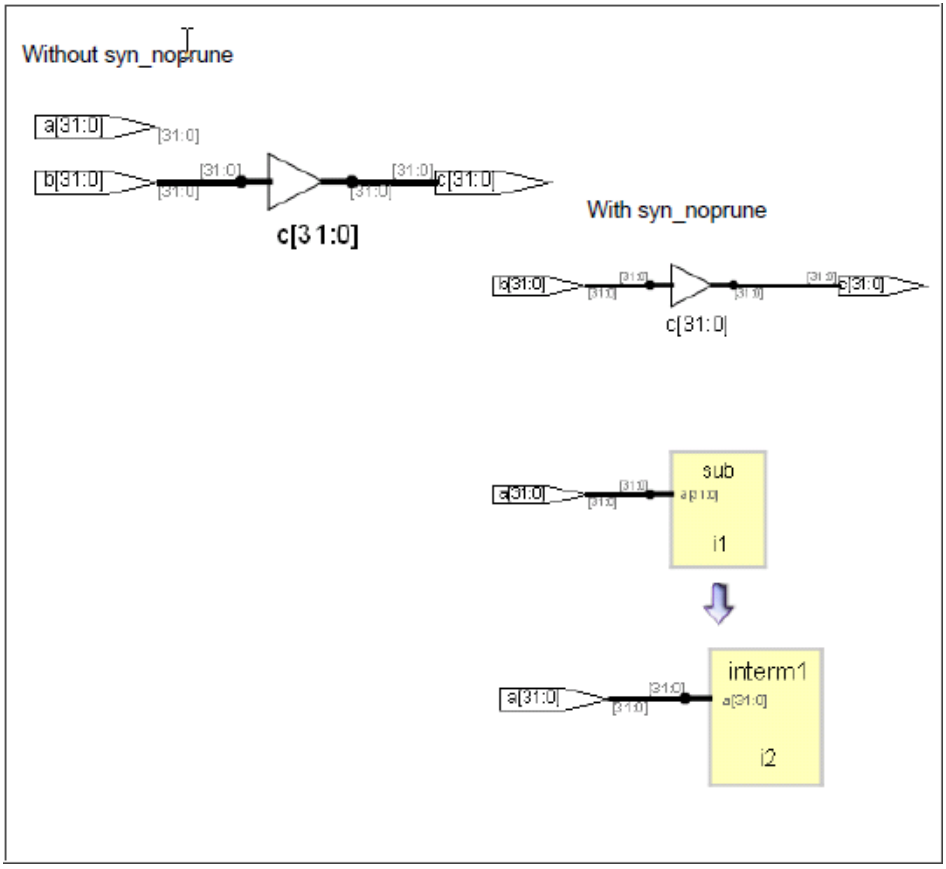
In this example, the software preserves the lower-most leaf hierarchy inst2 and the hierarchy above it. When syn_noprune is not applied, inst2 is not preserved.



In this example, the software propagates the syn_noprune directive downwards in the hierarchy chain.

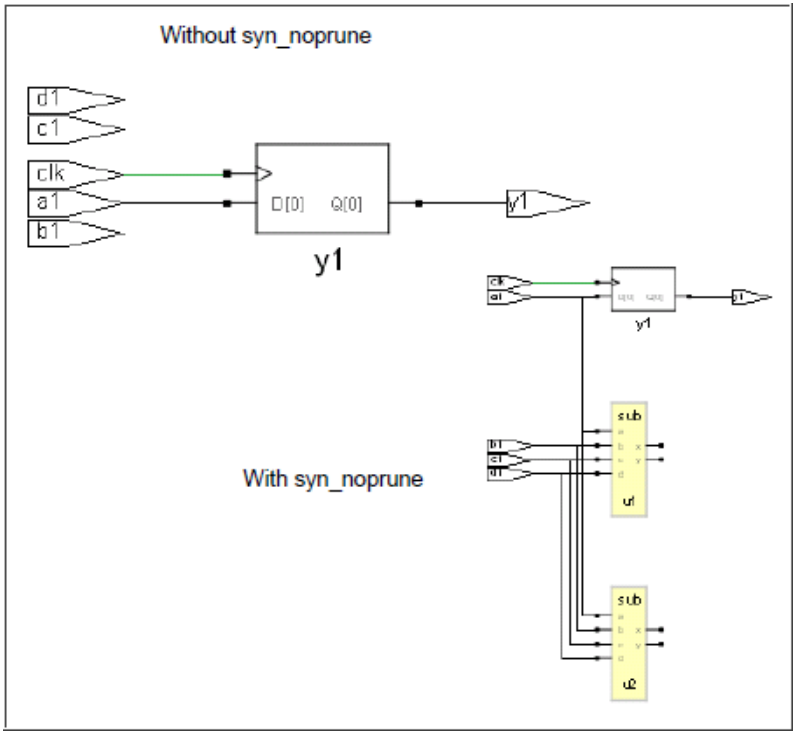
```
//Top module
module top (input int a, b, output int c);
assign c=b;
sub i1 (a);
endmodule

//Hier1
module sub (input int a);
interm1 i2 (a);
endmodule
```

```
//Hier2
module interm1 (input int a) /* synthesis syn_noprune=1*/;
interm2 i3 (a);
endmodule

//Hier3
module interm2 (input int a);
leaf i4 (a);
endmodule
```



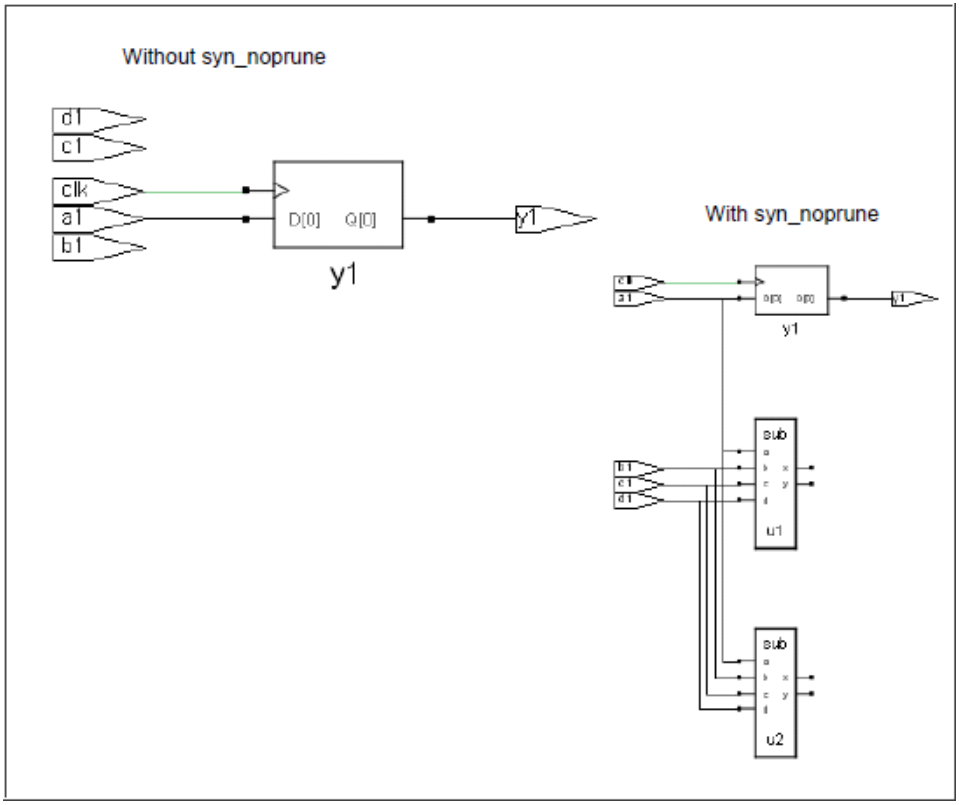
Effect of Using syn_noprune: Example 3

The following RTL views show that the design hierarchy is preserved when the syn_noprune directive is applied for the component sub.



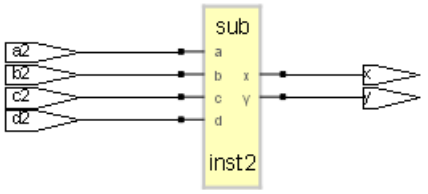
Effect of Using syn_noprune: Example 4

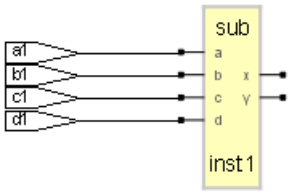
The following RTL views show that the instance and black box module are not optimized away when syn_noprune is applied.



Effect of Using syn_noprune in a Mixed Language Design

The following RTL view shows that the design hierarchy is preserved when the syn_noprune directive is applied on sub.





syn_pad_type

Attribute

Specifies an I/O buffer standard.

Vendor	Technology
Microchip	newer families

syn_pad_type Values

Value	Description
{buffer}_{standard} For example: IBUF_LVCMOS_18	Specifies the port I/O standard.

Description

Specifies an I/O buffer standard. Refer to Industry I/O Standards, on page 242 and to the vendor-specific documentation for a list of I/O buffer standards available for the selected device family.

syn_pad_type Syntax

Default	Global Attribute	Object
Not Applicable	No	Port

FDC	**define_io_standard -default** *portType* **{***port***} -delay_type** *portType* **syn_pad_type {***io_standard***}** For example: `define_io_standard {p} -delay_type output syn_pad_type {LVCMOS_18}`	FDC Example
Verilog	*object* **/* synthesis syn_pad_type =** *io_standard* ***/**	Verilog Example
VHDL	**attribute syn_pad_type of** *object* : *objectType* **is** *io_standard*;	VHDL Example

FDC Example

	Enable	Object Type	Object	Attribute	Value
1	☑	port	p:output	syn_pad_type	LVCMOS_18
2					

-default_*portType*	*PortType* can be input, output, or bidir. Setting default_input, default_output, or default_bidir causes all ports of that type to have the same I/O standard applied to them.
-delay_type *portType*	*PortType* can be input, output, or bidir.
syn_pad_type {*io_standard***}**	Specifies I/O standard (see following table).

Constraint File Examples

To set ...	Use this syntax ...
The default for all input ports to the AGP1X pad type	`define_io_standard -default_input -delay_type input syn_pad_type {AGP1X}`
All output ports to the GTL pad type	`define_io_standard -default_output -delay_type output syn_pad_type {GTL}`
All bidirectional ports to the CTT pad type	`define_io_standard -default_bidir -delay_type bidir syn_pad_type {CTT}`

The following are examples of pad types set on individual ports. You cannot assign pad types to bit slices.

```
define_io_standard {in1} -delay_type input
   syn_pad_type {LVCMOS_15}

define_io_standard {out21} -delay_type output
   syn_pad_type {LVCMOS_33}

define_io_standard {bidirbit} -delay_type bidir
   syn_pad_type {LVTTL_33}
```

Verilog Example

```
module top (clk,A,B,PC,P);

input clk;
input A ;
input B,PC;
output reg P/* synthesis syn_pad_type = "OBUF_LVCMOS_18" */;

reg a_d,b_d;
reg m;

always @(posedge clk)
   begin
      a_d <= A;
      b_d <= B;
      m   <= a_d + b_d;
      P   <= m + PC;
   end

endmodule
```

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

library synplify;
use synplify.attributes.all;

entity top is
   port (clk : in std_logic;
   A : in std_logic_vector(1 downto 0);
```

```
   B : in std_logic_vector(1 downto 0);
   PC : in std_logic_vector(1 downto 0);
   P : out std_logic_vector(1 downto 0));

attribute syn_pad_type : string;
attribute syn_pad_type of P : signal is "OBUF_LVCMOS_18";
end top;

architecture rtl of top is
signal m : std_logic_vector(1 downto 0);

begin
   process(clk)
      begin
         if (clk'event and clk = '1') then
            m <= A + B;
            P <= m + PC;
         end if;
   end process;
end rtl;
```

Effect of Using syn_pad_type

The following figure shows the netlist output after the attribute is applied:

Verilog
```
output reg P /*synthesis syn_pad_type = "OBUF_LVCMOS_18"*/;
```

VHDL
```
attribute syn_pad_type of P : signal is "OBUF_LVCMOS_18";
```

Net list

```
 95          )
 96          (instance m_2_4 (viewRef PRIM (cellRef LUT2_L (libraryRef VIRTEX)))
 97           (property INIT (string "4'h6"))
 98          )
 99          (instance P_2_2 (viewRef PRIM (cellRef LUT2_L (libraryRef VIRTEX)))
100           (property INIT (string "4'h6"))
101          )
102          (instance P_obuf (viewRef PRIM (cellRef OBUF (libraryRef VIRTEX)))
103           (property IOSTANDARD (string "LVCMOS18"))
104          )
105          (instance PC_ibuf (viewRef PRIM (cellRef IBUF (libraryRef VIRTEX)))
```

P&R Files

We can see the effect of syn_pad_type in the following P&R files

```
<projectdirectory>\rev_1\pr_1\top.pad(412):
T17|P|IOB|IO_L1P_GC_24|OUTPUT|LVCMOS18|24|12|SLOW|||UNLOCATED|NO|NONE|

<projectdirectory>\rev_1\pr_1\top_pad.txt(413
|T17 |P   |IOB   |IO_L1P_GC_24    |OUTPUT  |LVCMOS18 |24  |12    |SLOW   | |   |  |UNLOCATED
```

syn_preserve

Directive

Prevents sequential optimizations such as constant propagation, inverter push-through, and FSM extraction.

Technology	Global	Object
All	Yes	Register definition signal, module (Verilog) Output port or internal signal that holds the value of the register or architecture (VHDL)

syn_preserve Values

Value	Description
1 | true	Preserves register logic.
0 | false (Default)	Optimizes registers as needed.

Description

The syn_preserve directive controls whether objects are optimized away. Use syn_preserve to retain registers for simulation, or to preserve the logic of registers driven by a constant 1 or 0. You can set syn_preserve on individual registers or on the module/architecture so that the directive is applied to all registers in the module.

For example, assume that the input of a flip-flop is always driven to the same value, such as logic 1. By default, the synthesis tool ties that signal to VCC and removes the flip-flop. Using syn_preserve on the registered signal prevents the removal of the flip-flop. This is useful when you are not finished with the design but want to do a preliminary run to find the area utilization.

Another use for this attribute is to preserve a particular state machine. When the FSM compiler is enabled, it performs various state-machine optimizations. Use syn_preserve to retain a particular state machine and prevent it from being optimized away.

When registers are removed during synthesis, the tool issues a warning message in the log file. For example:

```
@W:...Register bit out2 is always 0, optimizing ...
```

The syn_preserve directive is similar to syn_keep and syn_noprune, in that it preserves logic. For more information, see Comparison of syn_keep, syn_preserve, and syn_noprune, on page 117, and Preserving Objects from Being Optimized Away, on page 413 in the *User Guide*.

syn_preserve Syntax

Verilog	*object* /* synthesis syn_preserve = 0 |1 */	Verilog Example
VHDL	attribute syn_preserve of *object* : *objectType* is true | false;	VHDL Examples

Verilog Example

In the following example, syn_preserve is applied to all registers in the module to prevent them from being optimized away. For the results, see Effect of using syn_preserve, on page 184.

```
module mod_preserve (out1,out2,clk,in1,in2)
   /* synthesis syn_preserve=1 */;
output out1, out2;
input clk;
input in1, in2;
reg out1;
reg out2;
reg reg1;
reg reg2;

always@ (posedge clk)begin
reg1 <= in1 &in2;
reg2 <= in1&in2;
out1 <= !reg1;
out2 <= !reg1 & reg2;
end
endmodule
```

This is an example of setting syn_preserve on a state register:

```
reg [3:0] curstate /* synthesis syn_preserve = 1 */;
```

VHDL Examples

This section contains some VHDL code examples:

Example 1

```
library ieee, synplify;
use ieee.std_logic_1164.all;

entity simpledff is
   port (q : out std_logic_vector(7 downto 0);
         d : in std_logic_vector(7 downto 0);
         clk : in std_logic);

-- Turn on flip-flop preservation for the q output
attribute syn_preserve : boolean;
attribute syn_preserve of q : signal is true;
end simpledff;

architecture behavior of simpledff is
begin
   process(clk)
   begin
      if rising_edge(clk) then
   -- Notice the continual assignment of "11111111" to q.
         q <= (others => '1');
      end if;
   end process;
end behavior;
```

Example 2

In this example, syn_preserve is used on the signal curstate that is later used in a state machine to hold the value of the state register.

```
architecture behavior of mux is
begin
signal curstate : state_type;
attribute syn_preserve of curstate : signal is true;

-- Other code
```

Example 3

The results for the following example are shown in Effect of using syn_preserve, on page 184.

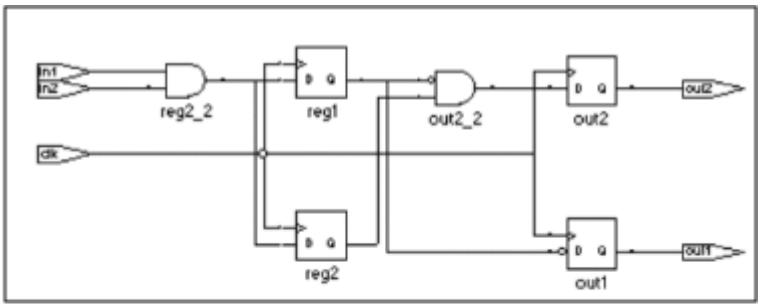
```
library ieee;
use ieee.std_logic_1164.all;

entity mod_preserve is
   port (out1 : out std_logic;
         out2 : out std_logic;
         in1,in2,clk : in std_logic);
end mod_preserve;

architecture behave of mod_preserve is
attribute syn_preserve : boolean;
attribute syn_preserve of behave: architecture is true;
signal reg1 : std_logic;
signal reg2 : std_logic;
begin
   process
   begin
      wait until clk'event and clk = '1';
      reg1 <= in1 and in2;
      reg2 <= in1 and in2;
      out1 <= not (reg1);
      out2 <= (not (reg1) and reg2);
   end process;
end behave;
```

Effect of using syn_preserve

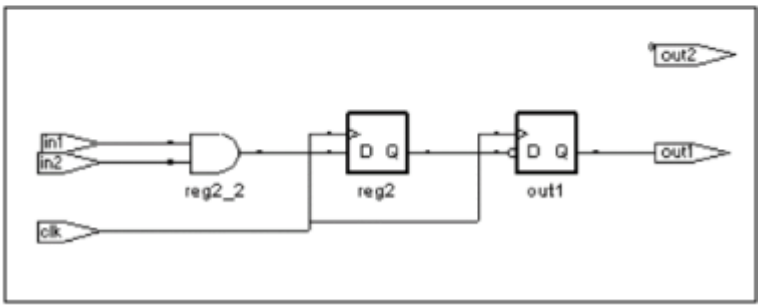
The following figure shows reg1 and out2 are preserved during optimization with syn_preserve.

When syn_preserve is not set, reg1 and reg2 are shared because they are driven by the same source. out2 gets the result of the AND of reg2 and NOT reg1. This is equivalent to the AND of reg1 and NOT reg1, which is a 0. As this is a constant, the tool removes out2 and the output out2 is always 0.

Verilog	mod_preserve /* synthesis syn_preserve = 1 */
VHDL	attribute syn_preserve of behave : architecture is true;



With syn_preserve



Without syn_preserve

syn_probe

Attribute

Inserts probe points for testing and debugging the internal signals of a design.

syn_probe Values

Value	Description
1/true	Inserts a probe, and automatically derives a name for the probe port from the net name.
0/false	Disables probe generation.
portName	Inserts a probe and generates a port with the specified name. If you include empty square brackets, [ ], the probe names are automatically indexed to the net name.

Description

syn_probe works as a debugging aid, inserting probe points for testing and debugging the internal signals of a design. The probes appear as ports at the top level. When you use this attribute, the tool also applies syn_keep to the net.

You can specify values to name probe ports and assign pins to named ports for selected technologies. Pin-locking properties of probed nets will be transferred to the probe port and pad. If empty square brackets [] are used, probe names will be automatically indexed, according to the index of the bus being probed.

The table below shows how to apply syn_probe values to nets, buses, and bus slices. It indicates what port names will appear at the top level. When the syn_probe value is 0, probe generation is disabled; when syn_probe is 1, the probe port name is derived from the net name.

Net Name	syn_probe Value	Probe Port	Comments
n:ctrl	1	ctrl_probe_1	Probe port name generated by the synthesis tool.
n:ctr	test_pt	test_pt	For string values on a net, the port name is identical to the syn_probe value.
n:aluout[2]	test_pt	test_pt	For string values on a bus slice, the port name is identical to the syn_probe value.
n:aluout[2]	test_pt[ ]	test_pt[2]	The empty square brackets [ ] indicate that port names will be indexed to net names.
n:aluout[2:0]	test_pt[ ]	test_pt[2] test_pt[1] test_pt[0]	The empty square brackets [ ] indicate that port names will be indexed to net names.
n:aluout[2:0]	test_pt	test_pt, test_pt_0, test_pt_1	If a syn_probe value without brackets is applied to a bus, the port names are adjusted.

syn_probe Syntax

Global	Object	Default
No	Net	None

The following table shows the syntax used to define this attribute in different files:

FDC	define_attribute {n:*netName*} syn_probe {*probePortname*|1|0}	FDC Example
Verilog	*object* /* synthesis syn_probe = "*string*" | 1 | 0 */;	Verilog Example
VHDL	attribute syn_probe of *object* : signal is "*string*" | 1 | 0;	VHDL Example

FDC Example

The following examples insert a probe signal into a net and assign pin locations to the ports.

```
define_attribute {n:inst2.DATA0_*[7]} syn_probe {test_pt[]}
define_attribute {n:inst2.DATA0_*[7]} syn_loc
   {14,12,11,5,21,18,16,15}
```

Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	<Global>	syn_probe	1	string	Send a signal to out...

Verilog Example

The following example inserts probes on bus alu_tmp [7:0] and assigns pin locations to each of the ports inserted for the probes.

```
module alu(out1, opcode, clk, a, b, sel);
output [7:0] out1;
input [2:0] opcode;
input [7:0] a, b;
input clk, sel;
reg [7:0] alu_tmp /* synthesis syn_probe="alu1_probe[]"
   syn_loc="A5,A6,A7,A8,A10,A11,A13,A14" */;
reg [7:0] out1;
// Other code
always @(opcode or a or b or sel)
begin
   case (opcode)
      3'b000:alu_tmp <= a+b;
      3'b000:alu_tmp <= a-b;
      3'b000:alu_tmp <= a^b;
      3'b000:alu_tmp <= sel ? a:b;
      default:alu_tmp <= a|b;
   endcase
end

always @(posedge clk)
out1 <= alu_tmp;
endmodule
```

VHDL Example

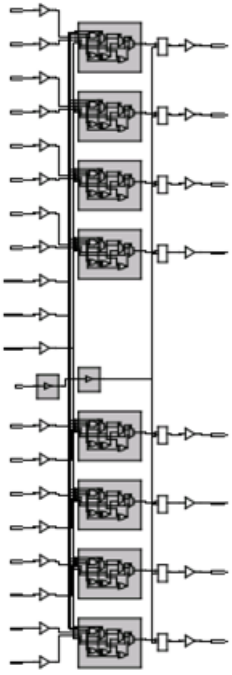
The following example inserts probes on bus alu_tmp(7 downto 0) and assigns pin locations to each of the ports inserted for the probes.

```
library ieee;
use ieee.std_logic_1164.all;
entity alu is
port (a : in std_logic_vector(7 downto 0);
      b : in std_logic_vector(7 downto 0);
   opcode : in std_logic_vector(2 downto 0);
      clk : in std_logic;
   out1 : out std_logic_vector(7 downto 0));
end alu;
architecture rtl of alu is
signal alu_tmp : std_logic_vector (7 downto 0);


attribute syn_probe : string;
attribute syn_probe of alu_tmp : signal is "test_pt";
attribute syn_loc : string;
attribute syn_loc of alu_tmp : signal is
   "A5,A6,A7,A8,A10,A11,A13,A14";


begin
   process (clk)
      begin
         if (clk'event and clk = '1') then
         out1 <= alu_tmp;
         end if;
      end process;
   process (opcode,a,b)
      begin
         case opcode is
         when "000"   =>  alu_tmp <= a and b;
         when "001"   =>  alu_tmp <= a or b;
         when "010"   =>  alu_tmp <= a xor b;
         when "011"   =>  alu_tmp <= a nand b;
         when others  =>  alu_tmp <= a nor b;
      end case;
   end process;


end rtl;
```

Effect of Using syn_probe

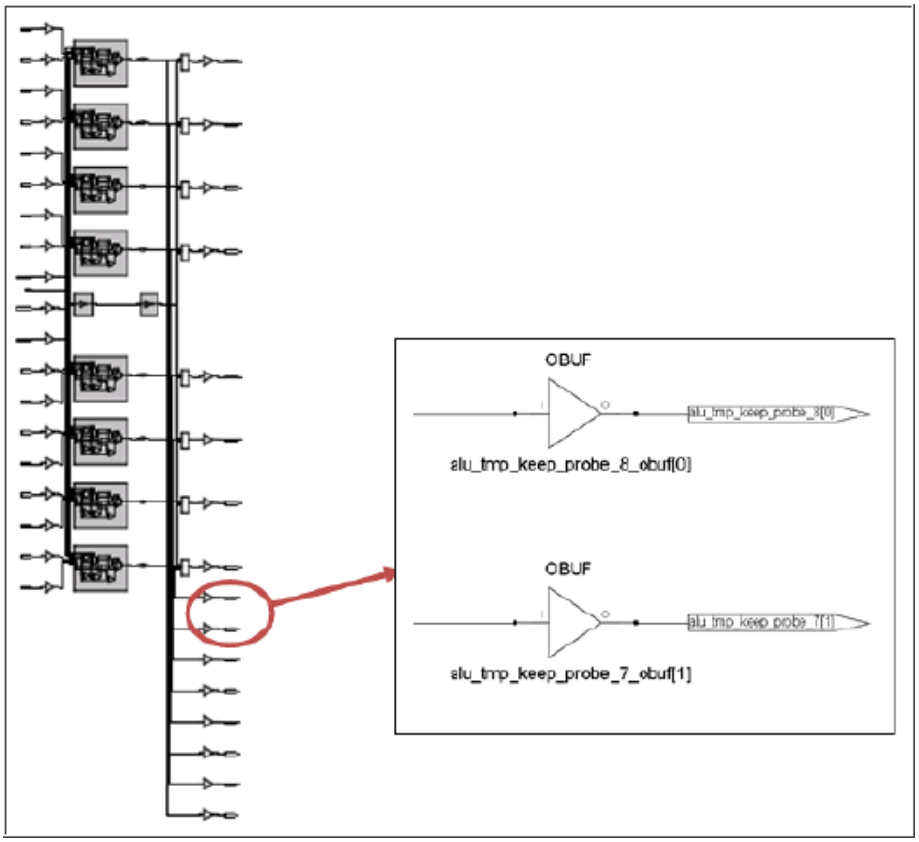
Before applying syn_probe:

Verilog	reg [7:0] alu_tmp /* synthesis syn_probe="0"*/
VHDL	attribute syn_probe of alu_tmp : signal is "0";



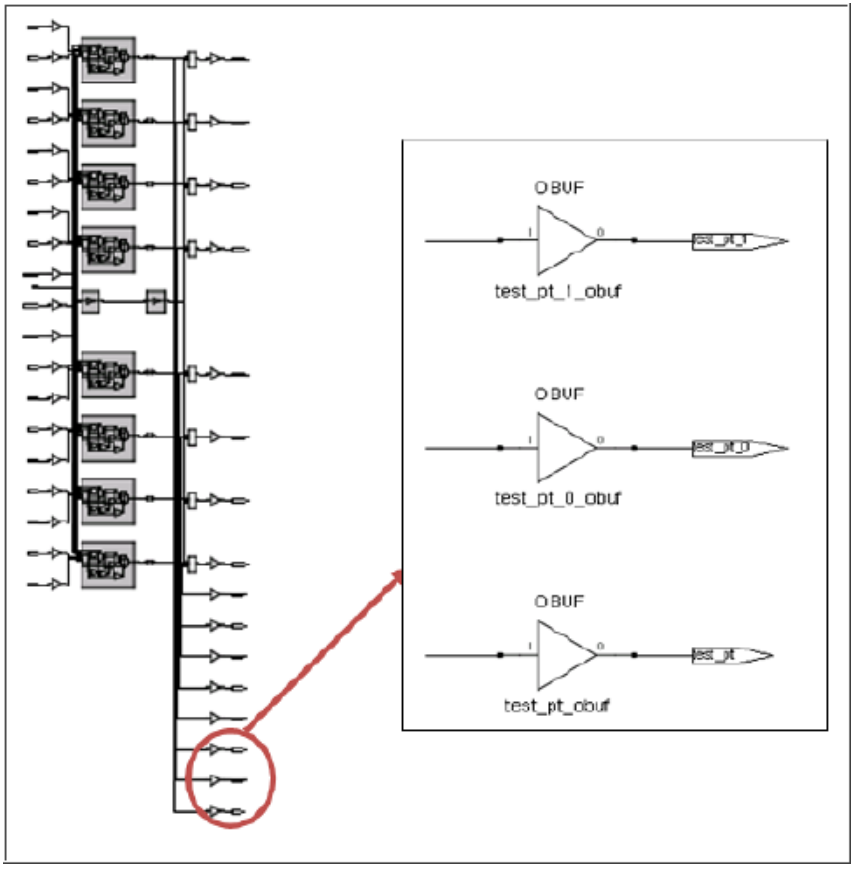
After applying syn_probe with 1:

Verilog	reg [7:0] alu_tmp /* synthesis syn_probe="1"*/
VHDL	attribute syn_probe of alu_tmp : signal is "1";



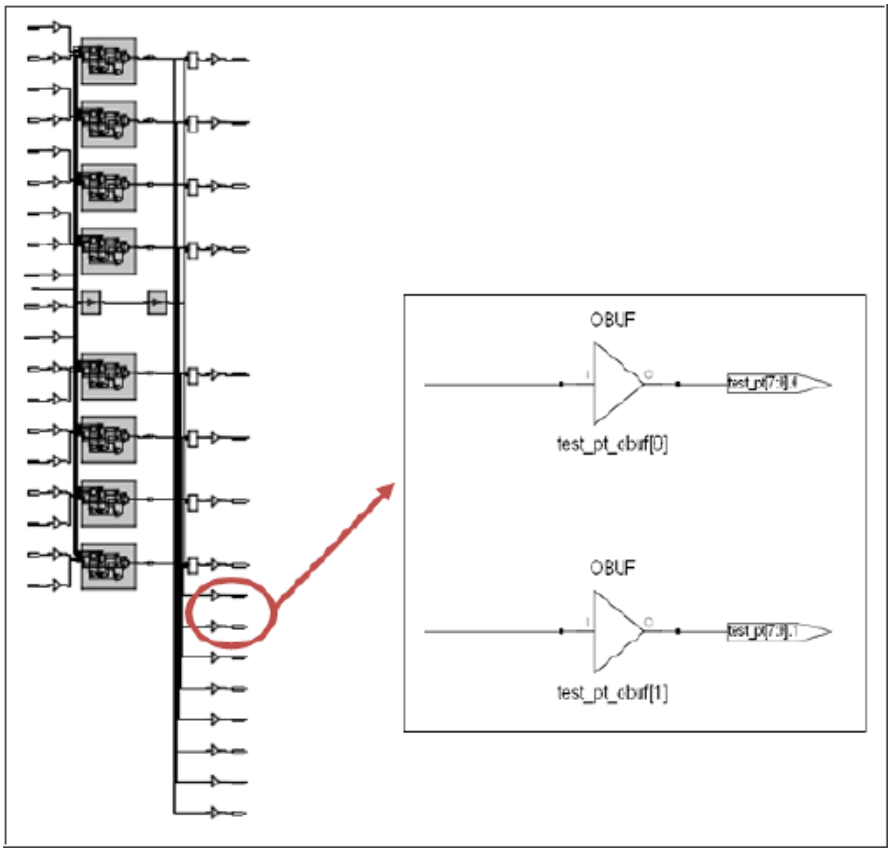
After applying syn_probe with test_pt:

Verilog	reg [7:0] alu_tmp /* synthesis syn_probe="test_pt"*/
VHDL	attribute syn_probe of alu_tmp : signal is "test_pt";



After applying syn_probe with test_pt[]:

Verilog	reg [7:0] alu_tmp /* synthesis syn_probe="test_pt[]"*/
VHDL	attribute syn_probe of alu_tmp : signal is "test_pt[]";



syn_radhardlevel

Attribute

Implements designs with high reliability, using radiation-resistant techniques.

Vendor	Technologies	Tool
Microchip	IGLOO2, RTG4, SmartFusion2, PolarFire	Synplify Pro

Description

This attribute enables triple modular redundancy (TMR) for local TMR.

Some high reliability techniques are not available or appropriate for all Microchip families. Use a design technique that is valid for the project. Contact Microchip technical support for details.

You can apply syn_radhardlevel globally to the top-level module/architecture or on an individual register output signal (or inferred register in VHDL), and the tool uses the attribute value in conjunction with the Microchip macro files supplied with the software. For more details about using this attribute, see Specifying syn_radhardlevel in the Source Code, on page 543 and Working with Microchip Radhard Designs, on page 542.

syn_radhardlevel Values

The syn_radhardlevel attribute can use the following options:

none	*Microchip* Default Uses standard design techniques, and does not insert any triple register logic.
tmr	*SmartFusion2, RTG4, IGLOO2, PolarFire* Uses triple module redundancy or triple voting to implement registers. Each register is implemented by three flip-flops or latches that "vote" to determine the state of the register. This option can potentially affect area and timing QoR because of the additional logic inserted, so be sure to check your area and timing goals when you use this option.

syn_radhardlevel Syntax

Name	Global Attribute	Object
syn_radhardlevel	No	Module, architecture, register Verilog: output signal VHDL: architecture, signal

The following table summarizes the syntax in different files:

FDC	define_attribute {*object*} syn_radhardlevel {none|tmr}	FDC File Example
Verilog	*object* /* synthesis syn_radhardlevel = none|tmr */	Verilog Example
VHDL	attribute syn_rardhardlevel : boolean; attribute syn_radhardlevel of *object* : object type is none|tmr;	VHDL Example

FDC File Example

```
define_attribute {i:dataout[3:0]} syn_radhardlevel {tmr}
```

Verilog Example

```
//Top level
module top (clk, dataout, a, b);
input clk;
input a;
input b;
output [3:0] dataout;
M1 inst_M1 (a1, M3_out1, clk, rst, M1_out);
// Other code

//Sub modules subjected to DTMR
module M1 (a1, a2, clk, rst, q)
   /* synthesis syn_radhardlevel="tmr" */;
input clk;
input signed [15:0] a1,a2;
input clk, rst;
output signed [31:0] q;
// Other code
```

VHDL Example

See VHDL Attribute and Directive Syntax, on page 403 for alternate methods for specifying VHDL attributes and directives.

```
library synplify;
architecture top of top is
attribute syn_radhardlevel : string;
attribute syn_radhardlevel of top: architecture is "tmr";

-- Other code
```

syn_ramstyle

Attribute

Specifies the implementation for an inferred RAM.

Vendor	Devices
Microchip	newer devices RTG4 devices

syn_ramstyle Values

Default	Global Attribute	Object
block_ram	Yes	View, module, entity, RAM instance

The values for syn_ramstyle vary with the target technology. The following table lists all the valid syn_ramstyle values, some of which apply only to certain technologies. For details about using syn_ramstyle, see RAM Attributes, on page 184 in the *User Guide*.

block_ram	Specifies that the inferred RAM be mapped to the appropriate device-specific memory. It uses the dedicated memory resources in the FPGA. By default, the software uses deep block RAM configurations instead of wide configurations to get better timing results. Using deeper RAMs reduces the output data delay timing by reducing the MUX logic at the output of the RAMs. By default the software does not use the parity bit for data with this option. Alternatively, you can specify a ramType value. See RAM Type Values and Implementations, on page 201 for details of how memory is implemented for different devices.

no_rw_check	By default, the synthesis tool inserts bypass logic around the inferred RAM to avoid simulation mismatches caused by indeterminate output values when reads and writes are made to the same address. When this option is specified, the synthesis tool does not insert glue logic around the RAM. You can use this option on its own or in conjunction with a RAM type value such as M512, or with the power value for supported technologies. You cannot use it with the rw_check option, as the two are mutually exclusive. There are other read-write check controls. See Read-Write Address Checks, on page 202 for details about the differences.

no_rw_check_diff_clk	When enabled, the synthesis tool prevents the insertion bypass logic around the RAM. If you know your design has RAM that has a read clock and a write clock that are asynchronous, use no_rw_check_diff_clk to prevent the insertion of bypass logic. If this option is enabled, you should not set the asynchronous clock groups in your FDC file. For example, if you set the following, do not use this option:
	`create_clock {p:clkr} -period {10}`
	`create_clock {p:clkw} -period {20}`
	`set_clock_groups -derive -asynchronous -name {async_clkgroup} -group { {c:clkw} }`
	Note: The no_rw_check, rw_check, and no_rw_check_diff_clk options for the syn_ramstyle attribute are mutually exclusive and must not be used together. Whenever synthesis conflicts exist, the software uses the following order of precedence: first the syn_ramstyle attribute, the syn_rw_conflict attribute, and then the Automatic Read/Write check Insertion for RAM option on the Implementation Option panel.

ramType	Specifies a device-specific RAM implementation. Valid values vary from vendor to vendor as they are based on device architecture: • Microchip: lsram, uram See RAM Type Values and Implementations, on page 201 for details of how memory is implemented for different devices.
registers	Specifies that an inferred RAM be mapped to registers (flip-flops and logic), not technology-specific RAM resources.

rw_check	When enabled, the synthesis tool inserts bypass logic around the RAM to prevent a simulation mismatch between the RTL and post-synthesis simulations. You can use this option on its own or in conjunction with a RAM type value such as M512, or with the power value for supported technologies. You cannot use it with the no_rw_check option, as the two are mutually exclusive. Do not enable this option for RAMs with asynchronous read/write clocks. If rw_check is enabled on block RAM with an asynchronous read clock (rclk) and write clock (wclk), the tool inserts extra logic and a timing path between wclk and rclk. If the clocks are asynchronous to each other, this path can produce glitches on hardware. There are other read-write check controls. See Read-Write Address Checks, on page 202 for details about the differences.

RAM Type Values and Implementations

The table lists RAM implementation information, including vendor-specific *ramType* values.

Vendor	Values	Implementation	Technology
Microchip		Default: block_ram	
	registers	Registers	
	block_ram	Device-specific RAMs	
	block_ram, no_rw_check/ rw_check	RAMs without/with glue logic	
		Default: Registers	
	lsram	RAM1K18, RAM1K18_RT	RTG4, IGLOO2, SmartFusion2 families
	uram	RAM64X18, RAM64X18_RT	
	registers	Registers	
	no_rw_check/ rw_check	RAMs without/with glue logic	
	set	RAM1K18_RT, RAM64X18_RT	RTG4 family

Description

The syn_ramstyle attribute specifies the implementation to use for an inferred RAM. You can apply the attribute globally, to a module, or a RAM instance. You can also use syn_ramstyle to prevent the inference of a RAM, by setting it to registers. If your RAM resources are limited, you can map additional RAMs to registers instead of RAM resources using this setting.

The syn_ramstyle values vary with the technology.

Read-Write Address Checks

When reads and writes are made to the same address, the output could be indeterminate, and this can cause simulation mismatches. By default, the synthesis tool inserts bypass logic around an inferred RAM to avoid these mismatches. The synthesis tool offers multiple ways to specify how to handle read-write address checking:

Read Write Control	Use when ...
syn_ramstyle	You know your design does not read and write to the same address simultaneously and you want to specify the RAM implementation. The attribute has two mutually-exclusive read-write check options: • Use no_rw_check to eliminate bypass logic. If you enable global RAM inference with the Read Write Check on RAM option, you can use no_rw_check to selectively disable glue logic insertion for individual RAMs. • Use rw_check to insert bypass logic. If you disable global RAM inference with the Read Write Check on RAM option, you can use rw_check to selectively enable glue logic insertion for individual RAMs.
Read Write Check on RAM	You want to globally enable or disable glue logic insertion for all the RAMs in the design.

If there is a conflict, the software uses the following order of precedence:

- syn_ramstyle attribute settings
- Read Write Check on RAM option on the Device panel of the Implementation Options dialog box.

syn_ramstyle Syntax

FDC	define_attribute {*signalname* [*bitRange*]} -syn_ramstyle *value* define_global_attribute syn_ramstyle *value*	FDC Example
Verilog	*object* /* synthesis syn_ramstyle = *value* */	Verilog Example
VHDL	attribute syn_ramstyle of *object* : *objectType* is *value* ;	VHDL Example

FDC Example

	Enabled	Object Type	Object	Attribute	Value	Val Type	Description
1	☑	<any>	<global>	syn_ramstyle	select_ram	string	Specail implementation of inferred RAM

If you edit a constraint file to apply syn_ramstyle, be sure to include the range of the signal with the signal name. For example:

```
define_attribute {mem[7:0]} syn_ramstyle {registers};

define_attribute {mem[7:0]} syn_ramstyle {block_ram};
```

Verilog Example

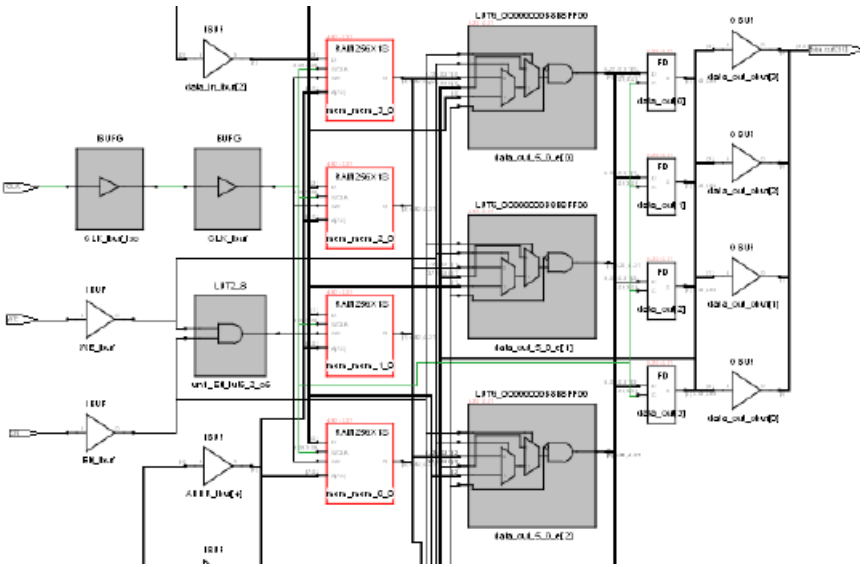
```
module RAMB4_S4 (data_out, ADDR, data_in, EN, CLK, WE, RST);
output[3:0] data_out;
input [7:0] ADDR;
input [3:0] data_in;
input EN, CLK, WE, RST;
reg [3:0] mem [255:0] /* synthesis syn_ramstyle="select_ram" */;
reg [3:0] data_out;

always@(posedge CLK)
   if(EN)
      if(RST == 1)
         data_out <= 0;
   else
   begin
      if(WE == 1)
         data_out <= data_in;
      else
         data_out <= mem[ADDR];
end
```

```
always @(posedge CLK)
if (EN && WE) mem[ADDR] = data_in;
endmodule
```

VHDL Example

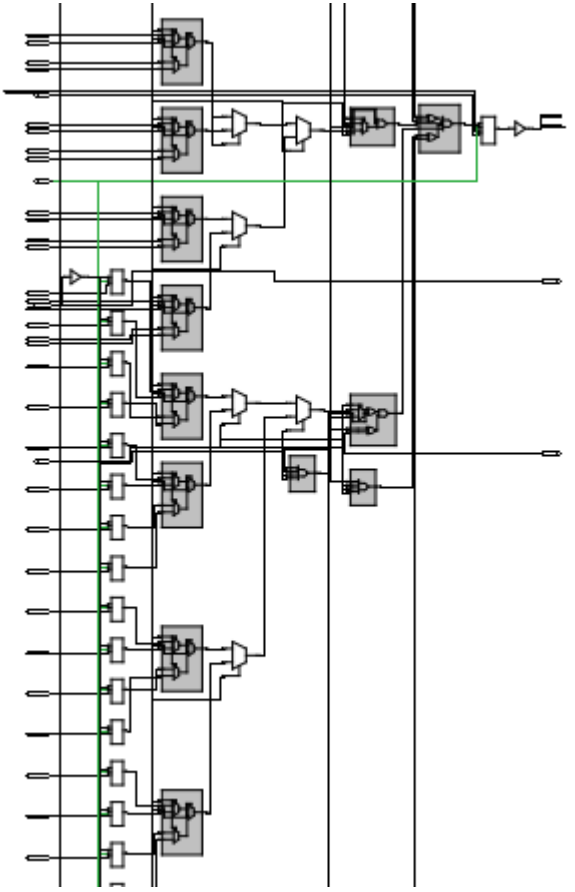
```
library ieee;
use ieee.std_logic_1164.all;
USE ieee.numeric_std.ALL;
library synplify;

entity RAMB4_S4 is
   port (ADDR: in std_logic_vector(7 downto 0);
      data_in : in std_logic_vector(3 downto 0);
      WE : in std_logic;
      CLK : in std_logic;
      RST : in std_logic;
      EN : in std_logic;
      data_out : out std_logic_vector(3 downto 0));
end RAMB4_S4;

architecture rtl of RAMB4_S4 is
type mem_type is array (255 downto 0) of std_logic_vector (3 downto 0);
signal mem : mem_type;
-- mem is the signal that defines the RAM
attribute syn_ramstyle : string;
attribute syn_ramstyle of mem : signal is "select_ram";

begin
   process (CLK)
   begin
   IF (CLK'event AND CLK = '1') THEN
      IF (EN = '1') THEN
         IF (RST = '1') THEN
            data_out <= "0000";
         ELSE
            IF (WE = '1') THEN
               data_out <= data_in;
            ELSE
               data_out <= mem(to_integer(unsigned(ADDR)));
            END IF;
         END IF;
      END IF;
   END IF;
   end process;
```

```
process (CLK)
begin
IF (CLK'event AND CLK = '1') THEN
   IF (EN = '1' AND WE = '1') THEN
      mem(to_integer(unsigned(ADDR))) <= data_in;
   END IF;
END IF;
end process;

end rtl;
```



Registers Example

Verilog	reg [3:0] mem [255:0] /* synthesis syn_ramstyle="registers" */;
VHDL	attribute syn_ramstyle of mem : signal is "registers";



syn_reference_clock

Attribute

Specifies a clock frequency other than the one implied by the signal on the clock pin of the register.

Vendor	Technology	Default Value	Global	Object
Microchip	SmartFusion2	-	-	Register

Description

syn_reference_clock is a way to change clock frequencies other than using the signal on the clock pin. For example, when flip-flops have an enable with a regular pattern, such as every second clock cycle, use syn_reference_clock to have timing analysis treat the flip-flops as if they were connected to a clock at half the frequency.

To use syn_reference_clock, define a new clock, then apply its name to the registers you want to change.

FDC	**define_attribute {***register***} syn_reference_clock {***clockName***}**	FDC Example

FDC Example

define_attribute {*register***} syn_reference_clock {***clockName***}**

For example:

```
define_attribute {myreg[31:0]} syn_reference_clock {sloClock}
```

You can also use syn_reference_clock to constrain multiple-cycle paths through the enable signal. Assign the find command to a collection (clock_enable_col), then refer to the collection when applying the syn_reference_clock constraint.

The following example shows how you can apply the constraint to all registers with the enable signal en40:

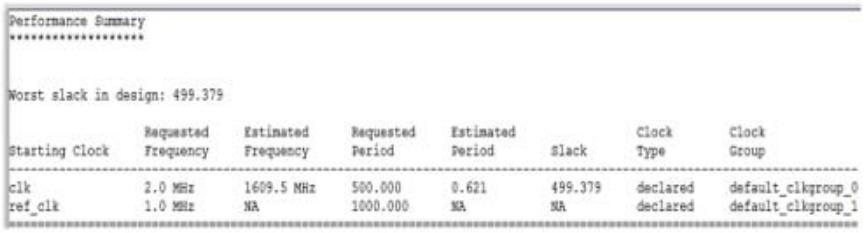
```
define_scope_collection clock_enable_col {find -seq * -filter
   (@clock_enable==en40)}
define_attribute {$clock_enable_col} syn_reference_clock {clk2}
```

Enable	Object Type	Object	Attribute	Value	Value Type	Description
☑	<any>	<Global>	syn_reference_clock	1	string	Override the default ...

Note: You apply syn_reference_clock only in a constraint file; you cannot use it in source code.

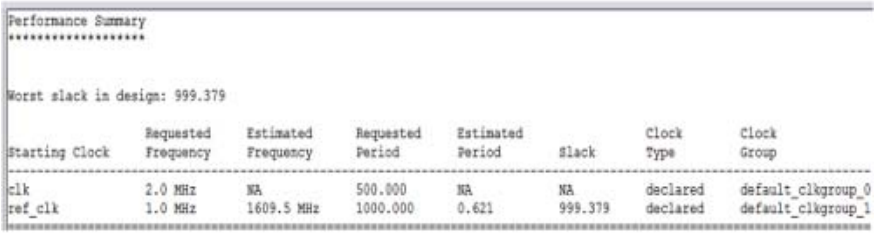
Effect of using syn_reference_clock

The following figure shows the report before applying the attribute:



```
Performance Summary
*******************

Worst slack in design: 499.379

                Requested     Estimated     Requested     Estimated               Clock         Clock
Starting Clock  Frequency     Frequency     Period        Period        Slack     Type          Group
------------------------------------------------------------------------------------------------------
clk             2.0 MHz       1609.5 MHz    500.000       0.621         499.379   declared      default_clkgroup_0
ref_clk         1.0 MHz       NA            1000.000      NA            NA        declared      default_clkgroup_1
======================================================================================================
```

This is the report after applying the attribute:



```
Performance Summary
*******************

Worst slack in design: 999.379

                Requested     Estimated     Requested     Estimated               Clock         Clock
Starting Clock  Frequency     Frequency     Period        Period        Slack     Type          Group
------------------------------------------------------------------------------------------------------
clk             2.0 MHz       NA            500.000       NA            NA        declared      default_clkgroup_0
ref_clk         1.0 MHz       1609.5 MHz    1000.000      0.621         999.379   declared      default_clkgroup_1
======================================================================================================
```

syn_replicate

Attribute

Controls replication of registers during optimization.

Vendor	Technologies
Microchip	

syn_replicate values

Value	Default	Global	Object	Description
0	No	Yes	Register	Disables duplication of registers
1	Yes	Yes	Register	Allows duplication of registers

Description

The synthesis tool automatically replicates registers while optimizing the design and fixing fanouts, packing I/Os, or improving the quality of results.

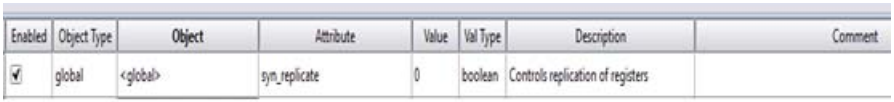
If area is a concern, you can use this attribute to disable replication either globally or on a per-register basis. When you disable replication globally, it disables I/O packing and other QoR optimizations. When it is disabled, the synthesis tool uses only buffering to meet maximum fanout guidelines.

To disable I/O packing on specific registers, set the attribute to 0. Similarly, you can use it on a register between clock boundaries to prevent replication. Take an example where the tool replicates a register that is clocked by clk1 but whose fanin cone is driven by clk2, even though clk2 is an unrelated clock in another clock group. By setting the attribute for the register to 0, you can disable this replication.

syn_replicate Syntax Specification

FDC	define_global_attribute syn_replicate {0 | 1};	FDC Example
Verilog	*object* /* synthesis syn_replicate = 1 | 0 */;	Verilog Example
VHDL	attribute syn_replicate : boolean; attribute syn_replicate of *object* : signal is true|false;	VHDL Example

FDC Example



Enabled	Object Type	Object	Attribute	Value	Val Type	Description	Comment
☑	global	<global>	syn_replicate	0	boolean	Controls replication of registers	

Verilog Example

```
module norep (Reset, Clk, Drive, OK, ADPad, IPad, ADOut);
input Reset, Clk, Drive, OK;
input [6:0] ADOut;
inout [6:0] ADPad;
output [6:0] IPad;
reg [6:0] IPad;
reg DriveA /* synthesis syn_replicate = 0 */;
assign ADPad = DriveA ? ADOut : 32'bz;

always @(posedge Clk or negedge Reset)
   if (!Reset)
      begin
         DriveA <= 0;
         IPad   <= 0;
      end
   else
      begin
         DriveA <= Drive & OK;
         IPad   <= ADPad;
      end
endmodule
```

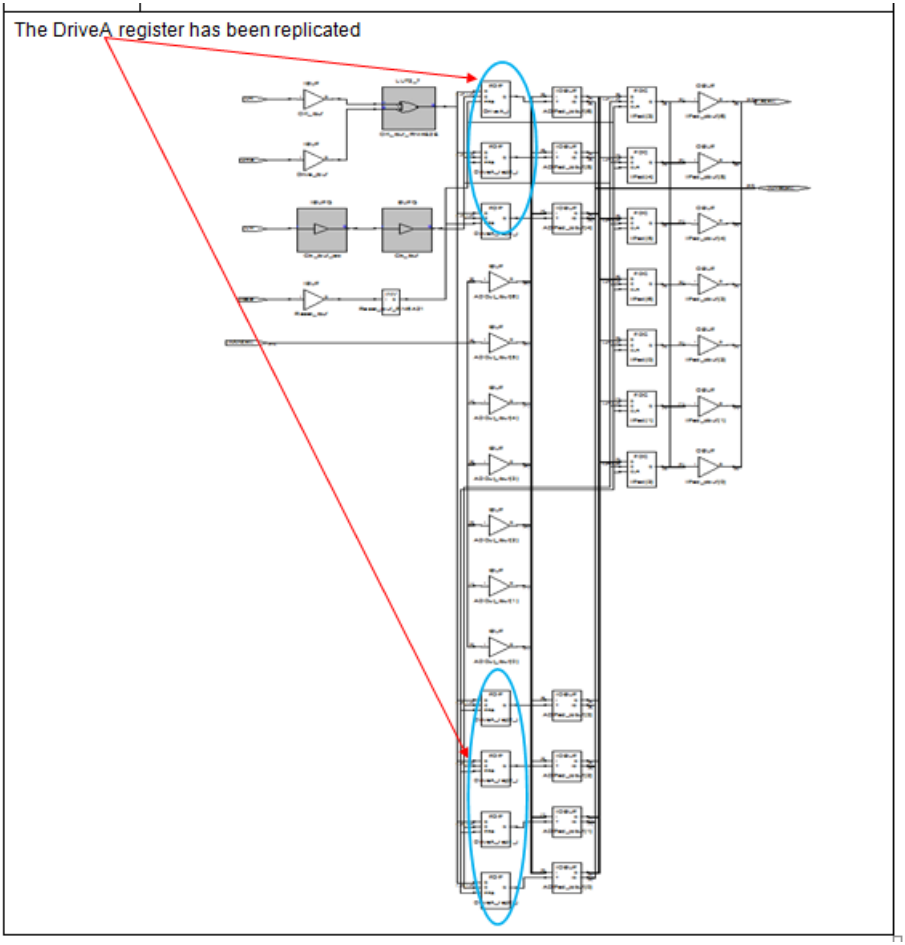
VHDL Example

```
library IEEE;
use ieee.std_logic_1164.all;

entity norep is
   port (Reset : in std_logic;
         Clk : in std_logic;
         Drive : in std_logic;
         OK : in std_logic;
         ADPad : inout std_logic_vector (6 downto 0);
         IPad : out std_logic_vector (6 downto 0);
         ADOut : in std_logic_vector (6 downto 0) );
end norep;

architecture archnorep of norep is
signal DriveA : std_logic;
attribute syn_replicate : boolean;
attribute syn_replicate of DriveA : signal is false;
begin
ADPad <= ADOut when DriveA='1' else (others => 'Z');
   process (Clk, Reset)
   begin
      if Reset='0' then
         DriveA <= '0';
         IPad <= (others => '0');
      elsif rising_edge(clk) then
         DriveA <= Drive and OK;
         IPad <= ADPad;
      end if;
   end process;
end archnorep;
```

Effect of Using syn_replicate

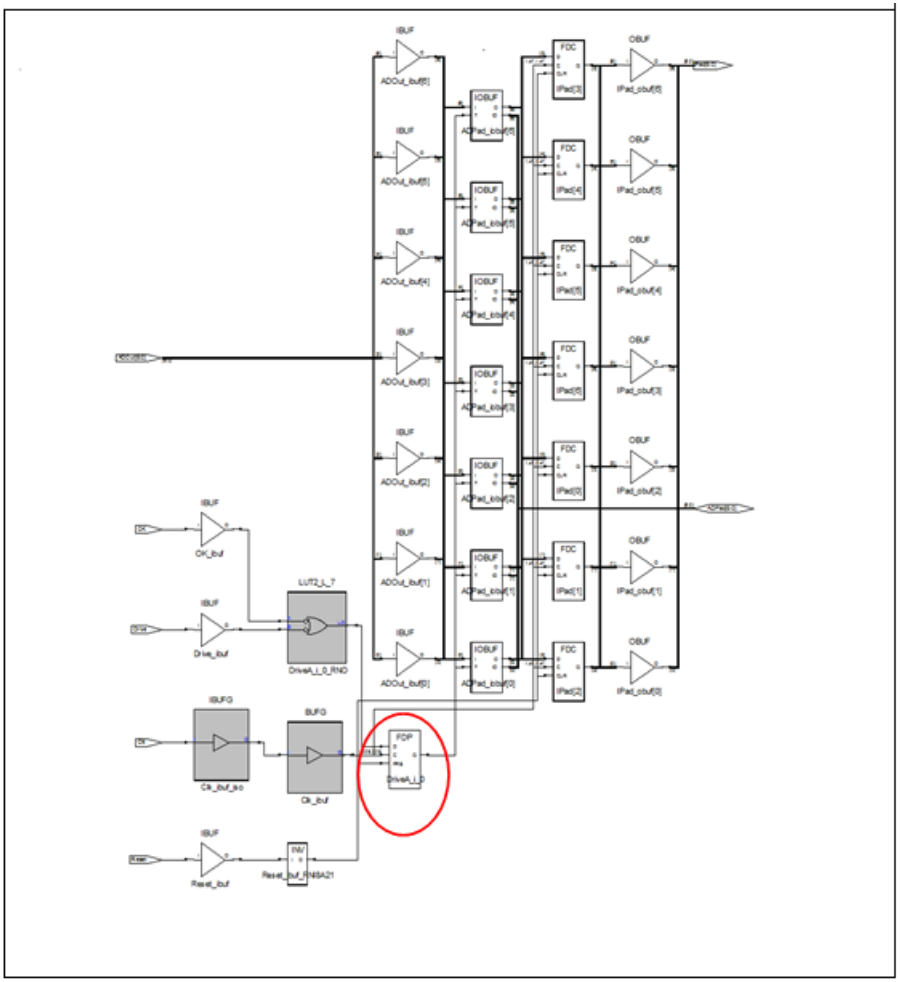
The following example shows a design without the syn_replicate attribute:

Verilog	reg DriveA /*synthesis syn_replicate=1*/
VHDL	attribute syn_replicate : boolean; attribute syn_replicate of DriveA : signal is true;



When you apply syn_replicate, the registers are not duplicated:

Verilog	reg DriveA /*synthesis syn_replicate=0*/
VHDL	attribute syn_replicate : boolean; attribute syn_replicate of DriveA : signal is false;



syn_resources

Attribute

Specifies the resources used inside a black box.

Vendor	Technology
Microchip	

syn_resources Values

Global Support	Object
No	Module or architecture

The value for this attribute can be specified with any combination of the following:

Value	Description
blockrams=*integer*	Number of RAM resources
corecells=*integer*	*Microchip families only* Number of core cells

The value listed in the area usage report is the larger of the luts or regs value.

Vendor-specific usage model includes the following support:

- The Microchip families only support resource values of blockrams and corecells.

Description

Specifies the resources used inside a black box. This attribute is applied to Verilog black-box modules and VHDL architectures or component definitions.

syn_resources Syntax

The following table summarizes the syntax in different files.

FDC	define_attribute {v:*moduleName*} syn_resources blockrams=*integer* |	FDC Example
	Microchip only define_attribute {v:*moduleName*} syn_resources {corecells=*integer* | blockrams=*integer*}	
Verilog	*object* /* synthesis syn_resources = *value* */;	Example - Verilog syn_resources (Microchip)
VHDL	attribute syn_resources : string; attribute syn_resources of *object* : *objectType* is *value*;	Example - VHDL syn_resources (Microchip)

FDC Example

	Enable	Object Type	Object	Attribute	Value	Value Type	Description
1	☑	<any>	v:bb	syn_resources	corecells=300, blockrams=5	string	Specifies the resources used inside a black box

You can apply the attribute to more than one kind of resource at a time by separating assignments with a comma (,). For example:

```
define_attribute {v:bb} syn_resources {corecells=300, blockrams=5}
define_attribute {v:bb} syn_resources {luts=500, blockrams=10}
```

Example - Verilog syn_resources (Microchip)

```
// Example: Verilog syn_resources (Microchip)


module bb (o,i) /* synthesis syn_black_box syn_resources =
```

```
   “corecells=300, blockrams=10” */;
input i;
output o;
endmodule
module top_bb (o,i);
input i;
output o;
bb u1 (o,i);
endmodule
```

In Verilog, you can only attach this attribute to a module. Here is the example:

Example - VHDL syn_resources (Microchip)

```
-- Example: VHDL syn_resources (Microchip)

library ieee;
use ieee.std_logic_1164.all;

entity top is
port (o : out std_logic;
     i : in std_logic
     );

end top;

architecture top_rtl of top is

         component bb
```

```
            port (o : out std_logic;
                  i : in std_logic);
          end component;

begin
U1: bb port map(o, i);
end top_rtl;



--black box entity
library ieee;
use ieee.std_logic_1164.all;

entity bb is
port (o : out std_logic;
     i : in std_logic
     );

end bb;

architecture rtl of bb is

attribute syn_resources : string;
attribute syn_resources of rtl: architecture is “corecells=300,
blockrams=10”;

begin
```

```
end rtl;
```

In VHDL, this attribute can be placed on either an architecture or a component declaration.

Effect of Using syn_resources (Microchip)

You can check the Resource Utilization report in the log file to verify how resources are actually mapped.

```
Target Part: A3P015_QFN68_-1
Report for cell top.top_rtl
  Core Cell usage:
              cell count     area count*area
         corecells   300      1.0      300.0 (blackbox):bb
               GND     1      0.0        0.0
               VCC     1      0.0        0.0


                   -----          ----------
             TOTAL     2               300.0


  IO Cell usage:
              cell count
             INBUF     1
            OUTBUF     1
                   -----
             TOTAL     2


Core Cells         : 300 of 384 (78%)
IO Cells           : 2
Mapper successful!
```

syn_romstyle

Attribute

This attribute determines how ROM architectures are implemented.

Vendor	Technology
Microchip	PolarFire

syn_romstyle Values

Value	Description
logic	ROM is inferred as registers or LUTs.
URAM|lsram	ROM is inferred as RAM1K20 or RAM64x12. Asynchronous ROM is mapped to RAM64x12 even if lsram attribute is applied.

Description

By applying the syn_romstyle attribute to the signal output value, you can control whether the ROM structure is implemented as discrete logic or RAM blocks. By default, small ROMs (less than twelve bits) are implemented as logic, and large ROMs (twelve or more bits) are implemented as RAM.

You can infer ROM architectures using a case statement in your code. For the synthesis tool to implement a ROM, at least half of the available addresses in the case statement must be assigned a value. For example, consider a ROM with six address bits (64 unique addresses). The case statement for this ROM must specify values for at least 32 of the available addresses.

syn_romstyle Values Syntax

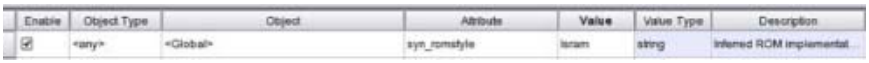
The following support applies for the syn_romstyle attribute.

Default	Global Support	Object
logic	Yes	v: module or entity

This table summarizes the syntax in different files:

FDC	define_attribute {object} syn_romstyle {logic|uram|lsram} define_global_attribute syn_romstyle {logic|uram|lsram}	SCOPE Example
Verilog	object /* synthesis syn_romstyle = "logic | uram | lsram" */ ;	Verilog Example
VHDL	attribute syn_romstyle : string; attribute syn_romstyle of object : signal is "logic | uram | lsram";	VHDL Example

SCOPE Example



Verilog Example

The following Verilog code example applies the syn_romstyle value of block_rom.

```
module test (clock,addr,dataout) /* synthesis syn_romstyle =
"lsram" */;
input clock;
input [4:0] addr;
output [7:0] dataout;
reg [7:0] dataout;
reg [4:0] addr_reg;
always @(posedge clock)
begin
addr_reg<=addr;
case (addr_reg)
5'b00000: dataout <= 8'b10000011;
5'b00001: dataout <= 8'b00000101;
5'b00010: dataout <= 8'b00001001;
5'b00011: dataout <= 8'b00001101;
5'b00100: dataout <= 8'b00010001;
```

```
5'b00101: dataout <= 8'b00011001;
5'b00110: dataout <= 8'b00100001;
5'b00111: dataout <= 8'b10110100;
5'b01000: dataout <= 8'b11000000;
5'b01000: dataout <= 8'b00011011;
5'b01001: dataout <= 8'b10110001;
5'b01010: dataout <= 8'b00110101;
5'b01011: dataout <= 8'b01110010;
5'b01100: dataout <= 8'b11100011;
5'b01101: dataout <= 8'b00111111;
5'b01110: dataout <= 8'b01010101;
5'b01111: dataout <= 8'b00110100;
5'b10000: dataout <= 8'b10110000;
5'b10000: dataout <= 8'b11111011;
5'b10001: dataout <= 8'b00010001;
5'b10010: dataout <= 8'b10110011;
5'b10011: dataout <= 8'b00101011;
5'b10100: dataout <= 8'b11101110;
5'b10101: dataout <= 8'b01110111;
5'b10110: dataout <= 8'b01110101;
5'b10111: dataout <= 8'b01000011;
5'b11000: dataout <= 8'b01011100;
5'b11000: dataout <= 8'b11101011;
5'b11001: dataout <= 8'b00010100;
5'b11010: dataout <= 8'b00110011;
5'b11011: dataout <= 8'b00100101;
5'b11100: dataout <= 8'b01001110;
5'b11101: dataout <= 8'b01110100;
5'b11110: dataout <= 8'b11100101;
5'b11111: dataout <= 8'b01111110;
default: dataout <= 8'b00000000;
endcase
end
```

VHDL Example

The following VHDL code example applies the syn_romstyle value of block_rom.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
entity single_port_rom is
generic
(
DATA_WIDTH : natural := 8;
ADDR_WIDTH : natural := 8
```

```
);
port
(
clk : in std_logic;
addr : in natural range 0 to 2**ADDR_WIDTH - 1;
q : out std_logic_vector((DATA_WIDTH -1) downto 0)
);
attribute syn_romstyle : string;
attribute syn_romstyle of q : signal is "uram";
end entity;
architecture rtl of single_port_rom is
subtype word_t is std_logic_vector((DATA_WIDTH-1) downto 0);
type memory_t is array(2**ADDR_WIDTH-1 downto 0) of word_t;
function init_rom
return memory_t is
variable tmp : memory_t := (others => (others => '0'));
begin
for addr_pos in 0 to 2**ADDR_WIDTH - 1 loop
tmp(addr_pos) := std_logic_vector(to_unsigned
(addr_pos, DATA_WIDTH));
end loop;
return tmp;
end init_rom;
signal rom : memory_t := init_rom;
begin
process(clk)
begin
if(rising_edge(clk)) then
q <= rom(addr);
end if;
end process;
end rtl;
```

syn_safe_case

Directive

This directive enables/disables the safe case option.

Vendor	Technologies
Microchip	SmartFusion2, IGLOO2 families

syn_safe_case Values

Value	Description	Default	Global
false | 0	Turns off the safe case option.	false | 0	No
true | 1	Turns on the safe case option.		

Description

This directive enables/disables the safe case option. When enabled, the high reliability safe case option turns off sequential optimizations for counters, FSM, and sequential logic to increase the reliability of the circuit. If you set this directive on a module or architecture, the module or architecture is treated as safe and all case statements within it are implemented as safe.

Note: The syn_safe_case directive can perform operations on FSMs and pmuxes to preserve default states and inject fault recovery logic to the default case. Using this directive might produce different results than the Preserve and Decode Unreachable States option.

For more information, see Specifying Safe FSMs, on page 545.

syn_safe_case Syntax

Verilog	*module* /* syn_safe_case = "1 | 0" */;	Verilog Example
VHDL	attribute syn_safe_case : boolean; attribute syn_safe_case of *architectureName*: architecture is "true | false";	VHDL Example

Verilog Example

For example:

```
module top (input a, output b) /* synthesis syn_safe_case =1 */
```

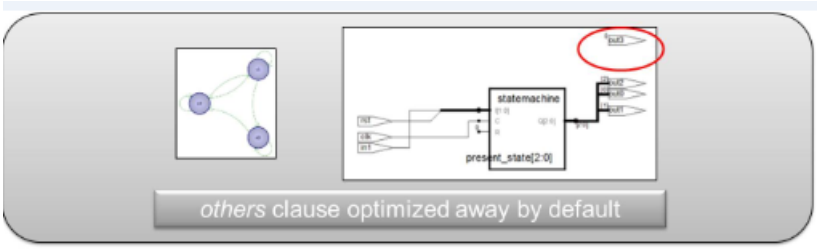
VHDL Example

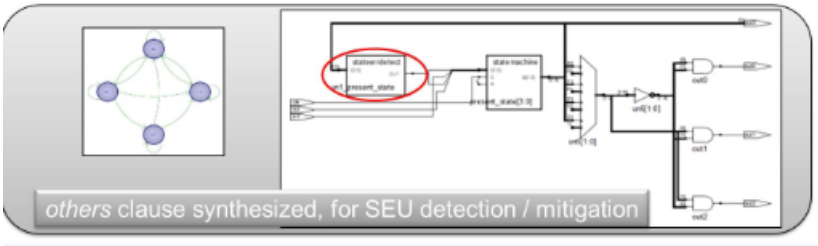
For example:

```
library ieee;
use ieee.std_logic_1164.all;

entity test is
port (a input std_logic;
      b: out std_logic);
end test;

architecture rtl of test is
attribute syn_safe_case: boolean;
attribute syn_safe_case of rtl : architecture is "TRUE";
```

Effect of Using syn_safe_case

This example shows the others clause optimized away; then synthesized for SEU detection and mitigation when the syn_safe_case directive is enabled.





syn_sharing

Directive

Enables or disables the sharing of operator resources during the compilation stage of synthesis.

Technology	Default Value	Global	Object
All	On	Yes	Component, module

syn_sharing Values

1 |

Value	Description
0 | off	Does not share resources during the compilation stage of synthesis.
1 | on (Default)	Optimizes the design to perform resource sharing during the compilation stage of synthesis.

Description

The syn_sharing directive controls resource sharing during the compilation stage of synthesis. This is a compiler-specific optimization that does not affect the mapper; this means that the mapper might still perform resource sharing optimizations to improve timing, even if syn_sharing is disabled.

You can also specify global resource sharing with the Resource Sharing option in the Project view, from the Project->Implementation Options->Options panel, or with the set_option -resource_sharing Tcl command.

If you disable resource sharing globally, you can use the syn_sharing directive to turn on resource sharing for specific modules or architectures. See Sharing Resources, on page 422 in the *User Guide* for a detailed procedure.

syn_sharing Syntax

Verilog	*object* /* synthesis syn_sharing=”on | off” */;	Verilog Example
VHDL	attribute syn_sharing of *object* : *objectType* is “on | off”;	VHDL Example

Verilog Example

```
module add (a, b, x, y, out1, out2, sel, en, clk)
   /* synthesis syn_sharing=0 */;
input a, b, x, y, sel, en, clk;
output out1, out2;
wire tmp1, tmp2;
assign tmp1 = a * b;
assign tmp2 = x * y;
reg out1, out2;

always@(posedge clk)
   if (en)
      begin
         out1 <= sel ?  tmp1: tmp2;
      end
   else
      begin
         out2 <= sel ? tmp1: tmp2;
   end
endmodule
```

VHDL Example

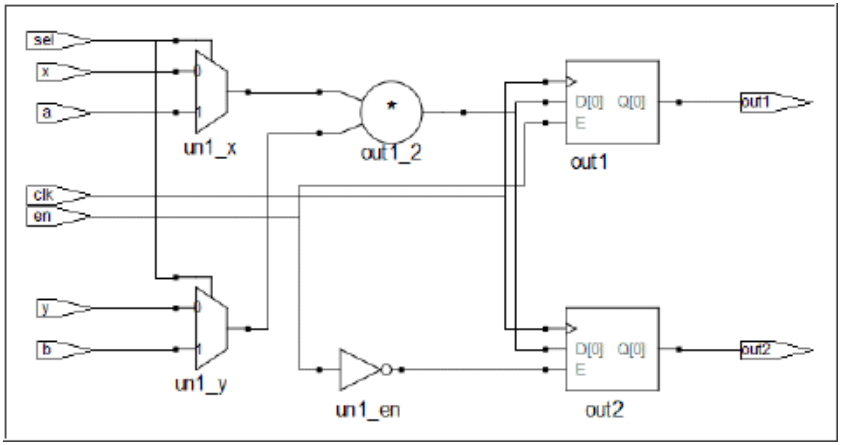
```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity add is
   port (a, b : in std_logic_vector(1 downto 0);
         x, y : in std_logic_vector(1 downto 0);
         clk, sel, en: in std_logic;
         out1 : out std_logic_vector(3 downto 0);
         out2 : out std_logic_vector(3 downto 0));
end add;

architecture rtl of add is
attribute syn_sharing : string;
attribute syn_sharing of rtl : architecture is "on";

signal tmp1, tmp2: std_logic_vector(3 downto 0);
begin
   tmp1 <= a * b;
   tmp2 <= x * y;

process(clk) begin
   if clk'event and clk='1' then
      if (en='1') then
         if (sel='1') then
            out1 <= tmp1;
         else
            out1 <= tmp2;
         end if;
      else
         if (sel='1') then
            out2 <= tmp1;
         else
            out2 <= tmp2;
         end if;
      end if;
   end if;
end process;
end rtl;
```

Effect of Using syn_sharing

The following example shows the default setting, where resource sharing in the compiler is on:

Verilog
```
module add /* synthesis syn_sharing = “on” */;
```

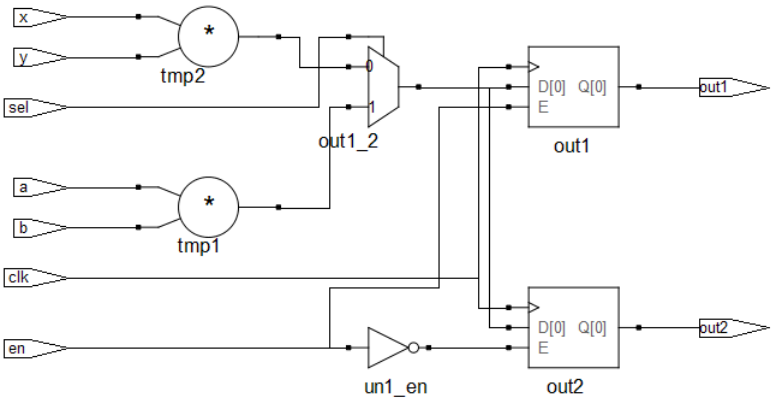
VHDL
```
attribute syn_sharing of add : architecture is “on”;
```



The next figure shows the same design when resource sharing is off, and two adders are inferred:

Verilog
```
module add /* synthesis syn_sharing = “off” */;
```

VHDL
```
attribute syn_sharing of add : component is “off”;
```



syn_shift_resetphase

Attribute

Allows you to remove the flip-flop on the inactive clock edge, built by the reset recovery logic for an FSM when a single event upset (SEU) fault occurs.

Vendor	Technology
Microchip	SmartFusion2, IGLOO2

syn_shift_resetphase Values

Value	Description
1 (Default)	The flip-flop on the inactive clock edge is present.
0	Removes the flip-flop on the inactive clock edge.

Description

When a single event upset (SEU) fault occurs, the FSM can transition to an unreachable state. The syn_encoding attribute with a value of safe provides a mechanism to build additional logic for recovery to the specified reset state. For an FSM with asynchronous reset, the software inserts an additional flip-flop to the recovery logic path on the opposite edge of the design clock, isolating the reset. You can use the syn_shift_resetphase attribute to remove this additional flip-flop on the inactive clock edge, if necessary.

For more information about the syn_encoding attribute, see syn_encoding, on page 77.

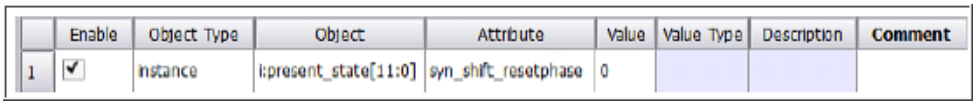
syn_shift_resetphase Syntax

Global Support	Object
Yes	FSM instance

The following table summarizes the syntax in different files:

FDC	define_attribute *object* {syn_shift_resetphase} {1|0|} define_global_attribute {syn_shift_resetphase} {1|0}	SCOPE Example
Verilog	*object* /* synthesis syn_shift_resetphase = "1 | 0" */;	Verilog Example
VHDL	attribute syn_shift_resetphase of *state* : signal is "true | false";	VHDL Example

SCOPE Example



	Enable	Object Type	Object	Attribute	Value	Value Type	Description	Comment
1	☑	instance	i:present_state[11:0]	syn_shift_resetphase	0			

The Tcl equivalent is shown below:

```
define_attribute {i:present_state[11:0]}{syn_shift_resetphase}{0}
```

Verilog Example

Apply the syn_shift_resetphase attribute on the top module or state register as shown in the Verilog code segment below.

```
module test (clk, rst, in, out)
   /* synthesis syn_shift_resetphase = 0 */;
...

reg [3:0] present_state
   /* synthesis syn_shift_resetphase = 0 */, next_state;

...

endmodule
```

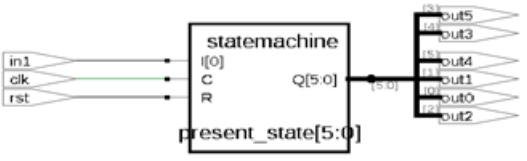
VHDL Example

Here is a VHDL code segment showing how to use the syn_shift_resetphase attribute.

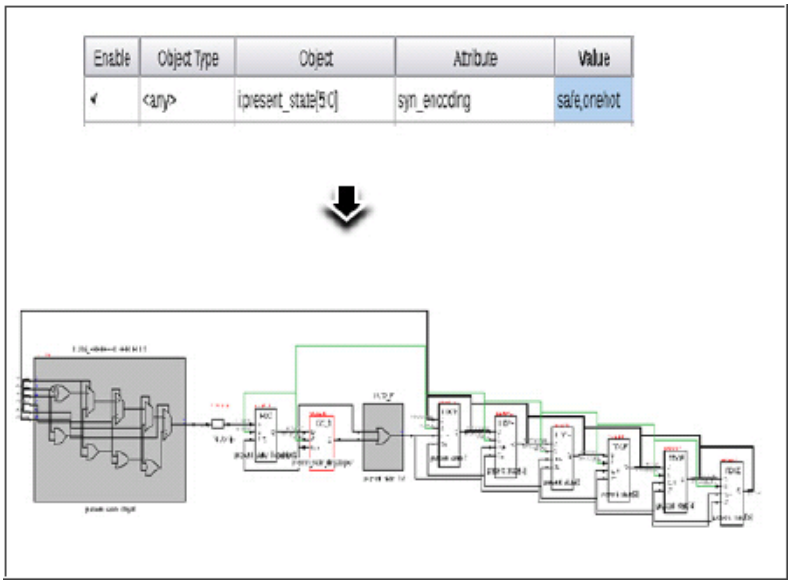
```
entity fsm is

...

end fsm;

architecture rtl of fsm is
signal present_state : std_logic_vector(3 downto 0);

-- Specifying on the architecture

attribute syn_shift_resetphase : boolean;
attribute syn_shift_resetphase of rtl : architecture is false;

-- Specifying on the state signal

attribute syn_shift_resetphase : boolean;
attribute syn_shift_resetphase of present_state : signal is false;
begin

...

end rtl;
```

Effect of Using syn_shift_resetphase

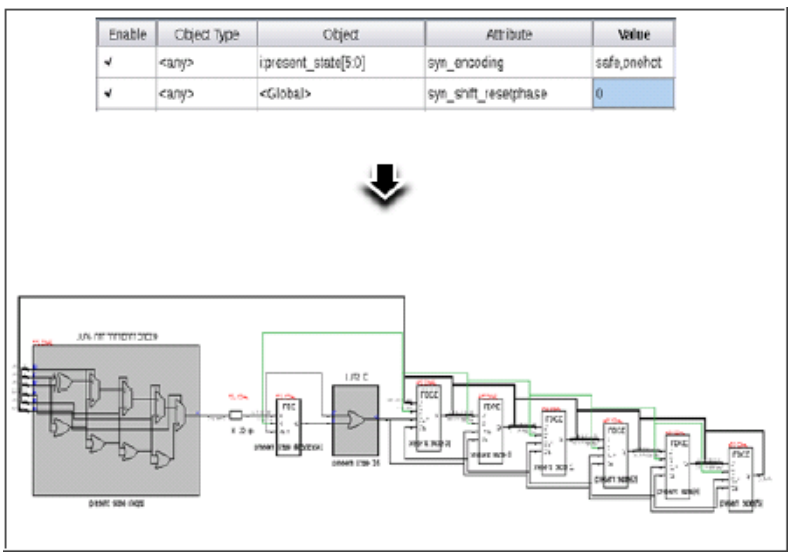
Safe encoding is implemented for the following state machine.



This example shows Technology view results before the syn_shift_resetphase attribute is applied.



This example shows Technology view results after the syn_shift_resetphase attribute is applied.



syn_smhigheffort

Attribute

Uses higher threshold effort when the tool extracts a state-machine on individual state registers.

Technology	Default Value	Global	Object
All	Default is 0 | false	Yes	Component, module

syn_smhigheffort Values

Value	Description
0 | false	Does not increase effort to extract the state machines.
1 | true	Allows increase in effort to extract the state machines.

Description

Increases effort to extract a state-machine on individual state registers by using a higher threshold. Use this attribute when state machine extraction is enabled, but they are not automatically extracted. To increase effort to extract some state machines, use this attribute with a value of 1 with higher threshold. The compiler devotes more effort to attempt state machine extraction but this also increases runtime. By default, syn_smhigheffort is set with a value of 0. This attribute can be used when a state machine extraction is enabled but it is not automatically extracted.

syn_smhigheffort Syntax

Verilog	*object* /* synthesis syn_smhigheffort = ”0 | 1” */;
VHDL	attribute syn_smhigheffort of <*object_name*>: *signal* is “false | true”;

For Verilog:

- *object* is a state register.
- Data type is Boolean: 0 does not extract an FSM, 1 extracts an FSM.

```
reg [7:0] current_state /* synthesis syn_smhigheffort=1 */;
```

For VHDL:

- *state* is a signal that holds the value of the state machine.
- Data type is Boolean: false does not extract an FSM, true extracts an FSM.

```
attribute syn_smhigheffort of current_state: signal is true;
```

```
module FSM1 (clk, in1, rst, out1);
input clk, rst, in1;
output [2:0] out1;
`define s0 3'b000
`define s1 3'b001
`define s2 3'b010
`define s3 3'bxxx
reg [2:0] out1;
reg [2:0] state /* synthesis syn_smhigheffort = 1 */;
reg [2:0] next_state;
always @(posedge clk or posedge rst)
if (rst) state <= `s0;
else state <= next_state;

// Combined Next State and Output Logic
always @(state or in1)
case (state)
`s0 : begin
out1 <= 3'b000;
if (in1) next_state <= `s1;
else next_state <= `s0;
end
`s1 : begin
out1 <= 3'b001;
if (in1) next_state <= `s2;
else next_state <= `s1;
end
`s2 : begin
out1 <= 3'b010;
```

```
if (in1) next_state <= `s3;
else next_state <= `s2;
end
default : begin
out1 <= 3'bxxx;
next_state <= `s0;
end
endcase
endmodule
```

This is the Verilog source code used for the example in the following figure.

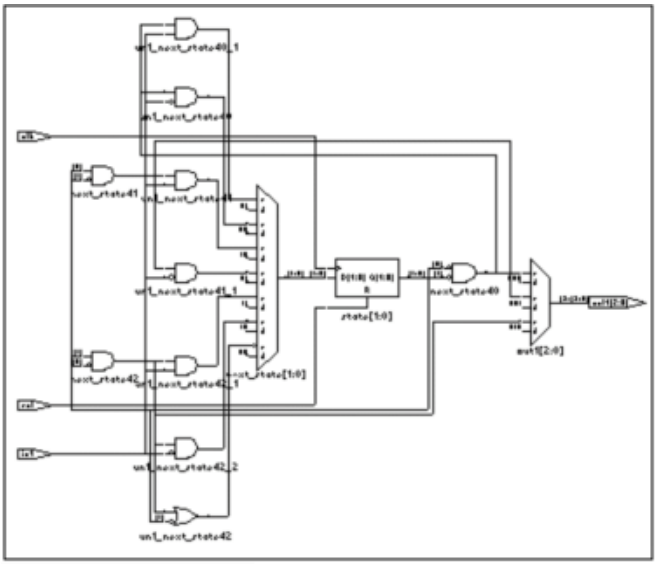
```
library ieee;
use ieee.std_logic_1164.all;
entity FSM1 is
    port (clk,rst,in1 : in std_logic;
            out1 : out std_logic_vector (2 downto 0));
end FSM1;
architecture behave of FSM1 is
type state_values is (s0, s1, s2,s3);
signal state, next_state: state_values;
attribute syn_smhigheffort : boolean;
attribute syn_smhigheffort of state : signal is false;
begin
    process (clk, rst)
    begin
        if rst = '1' then
            state <= s0;
        elsif rising_edge(clk) then
            state <= next_state;
        end if;
    end process;
    process (state, in1) begin
        case state is
            when s0 =>
                out1 <= "000";
                if in1 = '1' then next_state <= s1;
                    else next_state <= s0;
                end if;
            when s1 =>
                out1 <= "001";
                if in1 = '1' then next_state <= s2;
                    else next_state <= s1;
                end if;
```

```
            when s2 =>
                out1 <= "010";
                if in1 = '1' then next_state <= s3;
                    else next_state <= s2;
                end if;
            when others =>
                out1 <= "XXX"; next_state <= s0;
        end case;
    end process;
end behave;
```

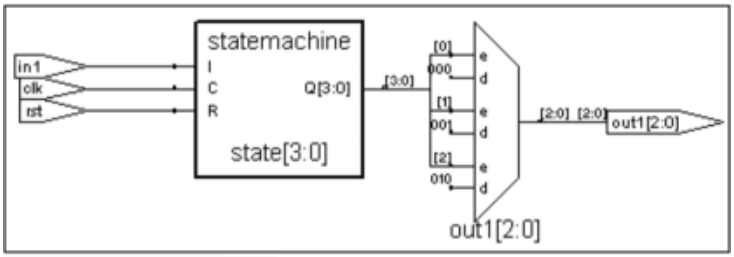
This is the VHDL source code used for the example in the following figure.

Effect of Using syn_smhigheffort

The following figure shows an example of two implementations of a state machine: one with the syn_smhigheffort attribute enabled, the other with the attribute disabled.



syn_smhigheffort = 0



syn_smhigheffort = 1

See also:

- syn_state_machine, on page 249 for information on enabling/disabling state-machine optimization on individual state registers.

syn_srlstyle

Attribute

Determines how to implement the sequential shift components.

Vendor	Technology
Microchip	PolarFire

syn_srlstyle Values

Technology	Value	Implements ...
Microchip		
PolarFire	registers	Infers seqshift register components as registers.
	uram	Infers seqshift register components as RAM64X12.

Description

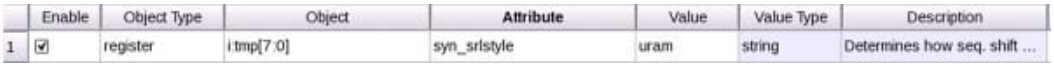
The tool infers sequential shift components based on threshold limits. The syn_srlstyle attribute can be used to override the default behavior of seqshift implementation depending on how you set the values.

The syn_srlstyle attribute can be set globally, either on a module or a register instance. The global attribute can be overridden by the attribute set on the module or instances.

syn_srlstyle Syntax

SCOPE	define_attribute {object} syn_srlstyle {register | URAM} define_global_attribute syn_srlstyle {register | logic_ram | URAM | block_ram | distributed}}	SCOPE Example
Verilog	object /* synthesis syn_srlstyle = "register | URAM}" */;	See Vendor-specific Verilog Examples
VHDL	attribute syn_srlstyle: string; attribute syn_srlstyle of object : signal is "register| URAM |}";	See Vendor-specific VHDL Examples

SCOPE Example



	Enable	Object Type	Object	Attribute	Value	Value Type	Description
1	☑	register	i:tmp[7:0]	syn_srlstyle	uram	string	Determines how seq. shift ...

This Tcl command applies to all devices:

```
define_attribute {i:regBank[15:0]} syn_srlstyle {registers}
```

HDL Example

In the HDL file, you must apply the syn_srlstyle attribute on the final stage of the shift register. In the following example, apply the syn_srlstyle attribute on register pll_status_ck245_s. The constraint is not honored if it is placed on other registers in the shifting chain.

```
library ieee;
use ieee.std_logic_1164.all;
entity test is
   port (pll_status, lbdr_clk : in std_logic;
   pll_status_ck245_s: out std_logic);
attribute syn_srlstyle : string;
attribute syn_srlstyle of pll_status_ck245_s : signal is
"registers";
end test;

architecture behave of test is
signal pll_status_ck245_r : std_logic;
signal pll_status_ck245_r1 : std_logic;
```

```
begin

resynchro_ck245_reg: process(lbdr_clk)
BEGIN
if_clk: IF lbdr_clk'EVENT AND lbdr_clk = '1' THEN
   pll_status_ck245_r <= pll_status;
   pll_status_ck245_r1 <= pll_status_ck245_r;
   pll_status_ck245_s <= pll_status_ck245_r1;
END IF if_clk;
END PROCESS resynchro_ck245_reg;

end behave;
```

Effect of Using syn_srlstyle in Microchip Designs

Microchip devices support URAM inferencing with sequential shift registers. By default, seqshift is implemented using registers. You can override this default behavior using the uram option of the syn_srlstyle attribute.

The attribute can be applied on the top-level module or seqshift instances in the RTL. If the attribute is applied

- On the top-level module, then the tool infers URAM for the seqshift in the design using the threshold values:

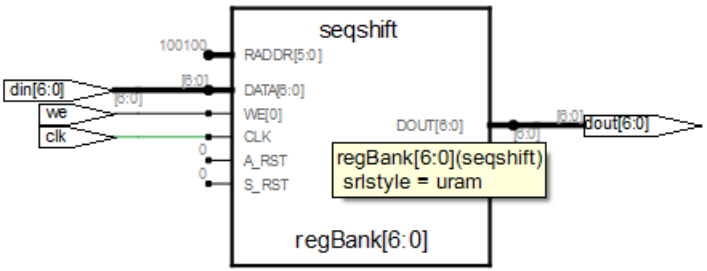
  Depth >= 4 and Depth * Width > 36

- On the seqshift instance, then the tool infers URAM regardless of the threshold values.

For this example, the software infers a seqshift primitive.

```
module p_seqshift(clk, we, din, dout);

parameter SRL_WIDTH = 7;
parameter SRL_DEPTH = 37;

input clk, we;
input [SRL_WIDTH-1:0] din;
output [SRL_WIDTH-1:0] dout;
reg [SRL_WIDTH-1:0]
   regBank[SRL_DEPTH-1:0]/*synthesis syn_srlstyle = "uram"*/;
integer i;
```

```
always @(posedge clk) begin
   if (we) begin
   for (i=SRL_DEPTH-1; i>0; i=i-1) begin
      regBank[i] <= regBank[i-1];
      end
      regBank[0] <= din;
   end
end

assign dout = regBank[SRL_DEPTH-1];
endmodule
```



syn_state_machine

Directive

Enables/disables state-machine optimization on individual state registers in the design.

Technology	Default Value	Global	Object
All	Default is determined by the global FSM Compiler option. set_option -symbolic_fsm_compiler 1	Yes	Component, module

syn_state_machine Values

Value	Description
0 | false	Does not extract state machines automatically.
1 | true	Automatically extracts state machines.

Description

Enables/disables state-machine optimization on individual state registers in the design. When you disable the FSM Compiler, state machines are not automatically extracted. To extract some state machines, use this directive with a value of 1 on just those individual state-registers to be extracted. Conversely, when the FSM Compiler is enabled and there are state machines in your design that you do not want extracted, use syn_state_machine with a value of 0 to override extraction on just those individual state registers.

Also, when the FSM Compiler is enabled, all state machines are usually detected during synthesis. However, on occasion there are cases in which certain state machines are not detected. You can use this directive to declare those undetected registers as state machines.

syn_state_machine Syntax

Verilog	*object* /* synthesis syn_state_machine = ”0 | 1” */;	Example - Verilog syn_state_machine
VHDL	attribute syn_state_machine of *state* : *signal* is “false | true”;	Example - VHDL syn_state_machine

For Verilog:

- *object* is a state register.
- Data type is Boolean: 0 does not extract an FSM, 1 extracts an FSM.

```
reg [7:0] current_state /* synthesis syn_state_machine=1 */;
```

For VHDL:

- *state* is a signal that holds the value of the state machine.
- Data type is Boolean: false does not extract an FSM, true extracts an FSM.

```
attribute syn_state_machine of current_state: signal is true;
```

Example - Verilog syn_state_machine

```
// Example: Verilog syn_state_machine


module FSM1 (clk, in1, rst, out1);
input clk, rst, in1;
output [2:0] out1;
`define s0 3’b000
`define s1 3’b001
`define s2 3’b010
`define s3 3’bxxx
reg [2:0] out1;
reg [2:0] state /* synthesis syn_state_machine = 1 */;
reg [2:0] next_state;
```

```
always @(posedge clk or posedge rst)
if (rst) state <= `s0;
else state <= next_state;

// Combined Next State and Output Logic
always @(state or in1)
case (state)
`s0 : begin
out1 <= 3'b000;
if (in1) next_state <= `s1;
else next_state <= `s0;
end
`s1 : begin
out1 <= 3'b001;
if (in1) next_state <= `s2;
else next_state <= `s1;
end
`s2 : begin
out1 <= 3'b010;
if (in1) next_state <= `s3;
else next_state <= `s2;
end
default : begin
out1 <= 3'bxxx;
next_state <= `s0;
end
endcase
```

```
endmodule
```

This is the Verilog source code used for the example in the following figure.

Example - VHDL syn_state_machine

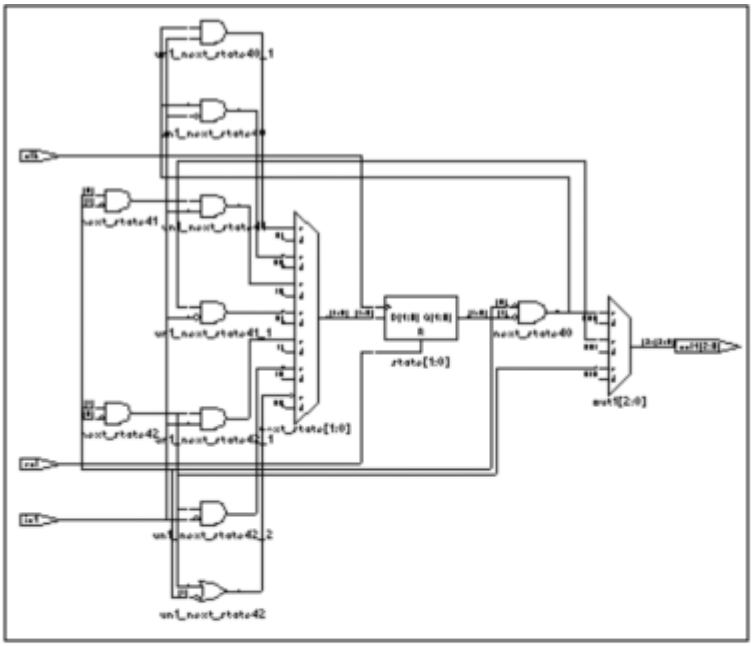
```
-- Example: VHDL syn_state_machine


library ieee;
use ieee.std_logic_1164.all;
entity FSM1 is
   port (clk,rst,in1 : in std_logic;
         out1 : out std_logic_vector (2 downto 0));
end FSM1;
architecture behave of FSM1 is
type state_values is (s0, s1, s2,s3);
signal state, next_state: state_values;
attribute syn_state_machine : boolean;
attribute syn_state_machine of state : signal is false;
begin
   process (clk, rst)
   begin
      if rst = '1' then
         state <= s0;
      elsif rising_edge(clk) then
         state <= next_state;
      end if;
   end process;
   process (state, in1) begin
```

```
        case state is
           when s0 =>
              out1 <= “000”;
              if in1 = ‘1’ then next_state <= s1;
                 else next_state <= s0;
              end if;
           when s1 =>
              out1 <= “001”;
              if in1 = ‘1’ then next_state <= s2;
                 else next_state <= s1;
              end if;
           when s2 =>
              out1 <= “010”;
              if in1 = ‘1’ then next_state <= s3;
                 else next_state <= s2;
              end if;
           when others =>
              out1 <= “XXX”; next_state <= s0;
        end case;
     end process;
  end behave;
```

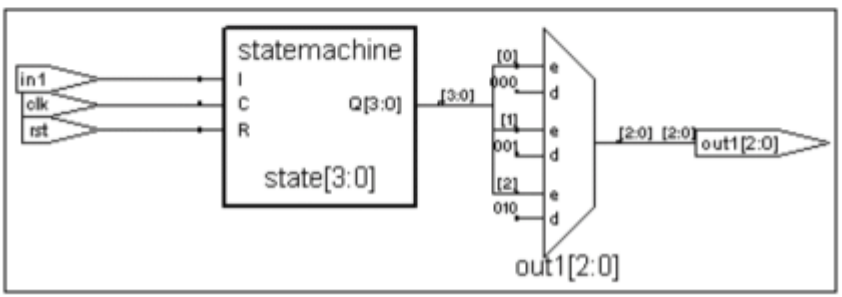
This is the VHDL source code used for the example in the following figure.

Effect of Using syn_state_machine

The following figure shows an example of two implementations of a state machine: one with the syn_state_machine directive enabled, the other with the directive disabled.



syn_state_machine = 0



syn_state_machine = 1

See the following HDL syntax and example sections for the source code used to generate the schematics above. See also:

- syn_encoding, on page 77 for information on overriding default encoding styles for state machines.
- For VHDL designs, syn_encoding, on page 77 for usage information about these two directives.

syn_useenables

Attribute

Controls the use of clock-enable registers within a design.

Vendor	Technology
Microchip	SmartFusion2, IGLOO2, RTG4, PolarFire

syn_useenables Values

Default	Global	Object Type
1/true	No	Register

Value	Description
1/true	Infers registers with clock-enable pins
0/false	Uses external logic to generate the clock-enable function for the register

Description

By default, the synthesis tool uses registers with clock enable pins where applicable. Setting the syn_useenables attribute to 0 on a register creates external clock-enable logic to allow the tool to infer a register that does not require a clock-enable.

By eliminating the need for a clock-enable, designs can be mapped into less complex registers that can be more easily packed into RAMs or DSPs. The trade-off is that while conserving complex registers, the additional external clock-enable logic can increase the overall logic-unit count.

Syntax Specification

FDC	define attribute {*register*|*signal*} syn_useenables {0|1}	SCOPE Example
Verilog	*object* /* synthesis syn_useenables = "0|1" */;	Verilog Example
VHDL	attribute syn_useenables of *object* : *objectType* is "true|false";	VHDL Example

SCOPE Example

Enable	Object Type	Object	Attribute	**Value**	Value Type	Description
☑	register	i:q[1:0]	syn_useenables	0	boolean	Generate with clock enable pin

Verilog Example

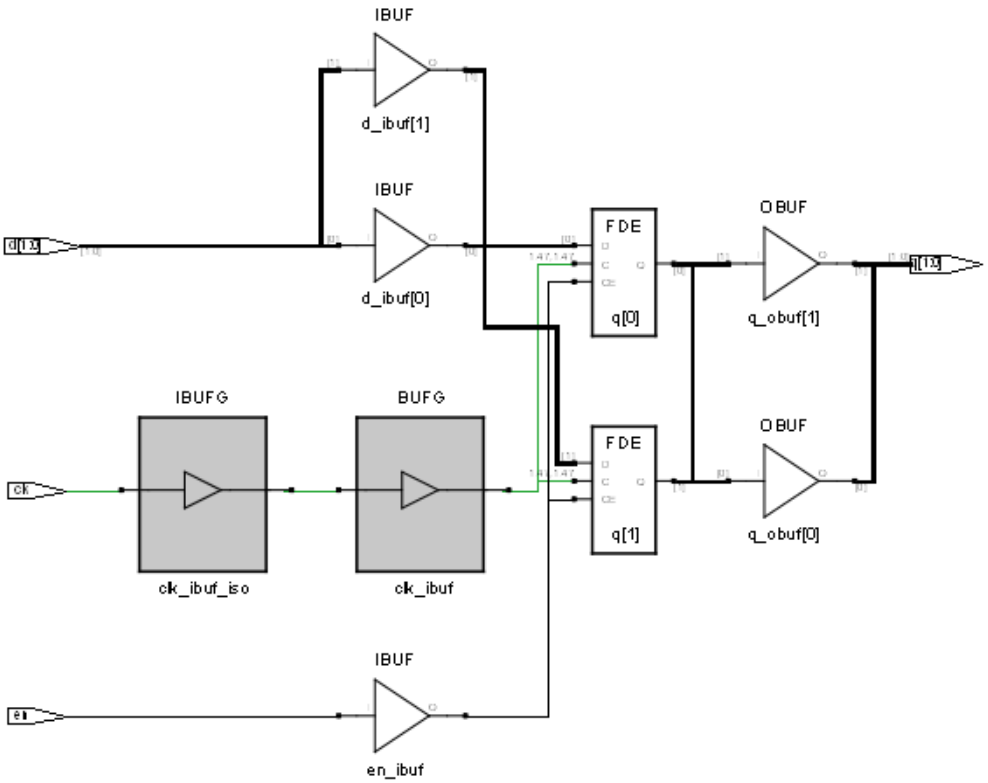
```
module useenables(d,clk,q,en);
input [1:0] d;
input en,clk;
output [1:0] q;
reg [1:0] q /* synthesis syn_useenables = 0 */;

always @(posedge clk)
   if (en)
      q<=d;
endmodule
```

VHDL Example

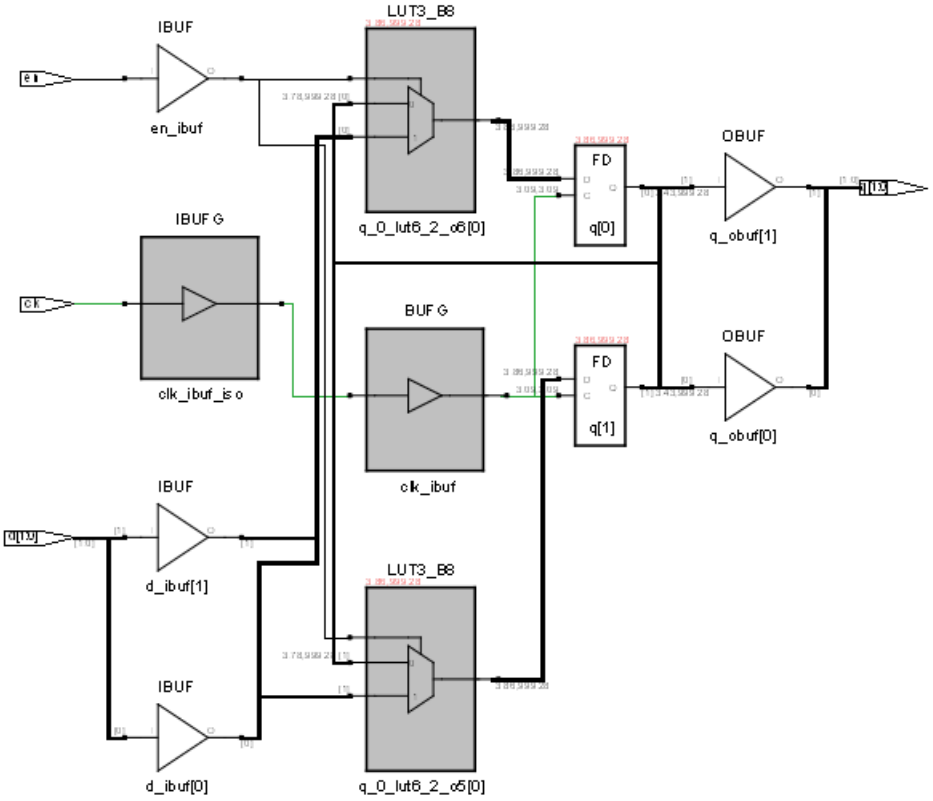
```
library ieee;
use ieee.std_logic_1164.all;

entity syn_useenables is
   port (d : in std_logic_vector(1 downto 0);
         en,clk : in std_logic;
         q : out std_logic_vector(1 downto 0) );
attribute syn_useenables: boolean;
attribute syn_useenables of q: signal is false;
end;

architecture syn_ue of syn_useenables is
begin
   process (clk) begin
      if (clk = '1' and clk'event) then
         if (en='1') then
            q <= d;
         end if;
      end if;
   end process;
end architecture;
```

Effect of Using syn_useenables

Without applying the attribute (default is to use registers with clock-enable pins) or setting the attribute to 1/true uses registers with clock-enable pins (FDEs in the below schematic).



Applying the attribute with a value of 0/false uses registers without clock-enable pins (FDEs in the below schematic) and creates external clock-enable logic.



syn_tco<n>

Directive

Supplies the clock to output timing-delay through a black box.

Description

Used with the syn_black_box directive; supplies the clock to output timing-delay through a black box.

The syn_tco<n> directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

syn_tco<n> Syntax

Verilog	*object* **/* syn_tco***n*** **= "[!]***clock* -> *bundle* = *value*" */;**
VHDL	**attribute syn_tco***n* **of** *object* **:** *objectType* **is "[!]***clock* **->** *bundle* **=** *value*";**

The syn_tco<*n*> directive can be entered as an attribute using the Attributes panel of the SCOPE editor. The information in the Object, Attribute, and Value fields must be manually entered. This is the constraint file syntax for the directive:

define_attribute {v:*blackboxModule***} syn_tco***n* **{**[!]*clock*->*bundle*=*value*}**

For details about the syntax, see the following table:

v:	Constraint file syntax that indicates the directive is attached to the view.
blackboxModule	The symbol name of the black-box.
n	A numerical suffix that lets you specify different clock to output timing delays for multiple signals/bundles.

!	The optional exclamation mark indicates that the clock is active on its falling (negative) edge.
clock	The name of the clock signal.
bundle	A bundle is a collection of buses and scalar signals. The objects of a bundle must be separated by commas with no intervening spaces. A valid bundle is A,B,C, which lists three signals. To assign values to bundles, use the following syntax: **[!]***clock***->***bundle***=***value* The values are in ns.
value	Clock to output delay value in ns.

Constraint file example:

```
define_attribute {v:work.test} {syn_tsu4} {clk->tout=1.0}
```

Verilog Example

object **/* syn_tco***n* **= "** [**!**]*clock* **->** *bundle* **=** *value***" */;**

See syn_tco<n> Syntax, on page 261 for syntax explanations. The following example defines syn_tco<*n*> and other black-box constraints:

```
module test(myclk, a, b, tout,)
   /*synthesis syn_black_box syn_tco1="clk->tout=1.0"
      syn_tpd1="b->tout=8.0" syn_tsu1="a->myclk=2.0" */;
input myclk;
input a, b;
output tout;
endmodule

//Top Level
module top (input clk, input a, b, output fout);
test U1 (clk, a, b, fout);
endmodule
```

VHDL Example

In VHDL, there are ten predefined instances of each of these directives in the synplify library: syn_tco1, syn_tco2, syn_tco3, … syn_tco10. If you are entering the timing directives in the source code and you require more than 10 different timing delay values for any one of the directives, declare the additional directives with an integer greater than 10. For example:

```
attribute syn_tco11 : string;
attribute syn_tco12 : string;
```

See syn_tco<n> Syntax, on page 261 for other syntax explanations.

See VHDL Attribute and Directive Syntax, on page 403 for alternate methods for specifying VHDL attributes and directives.

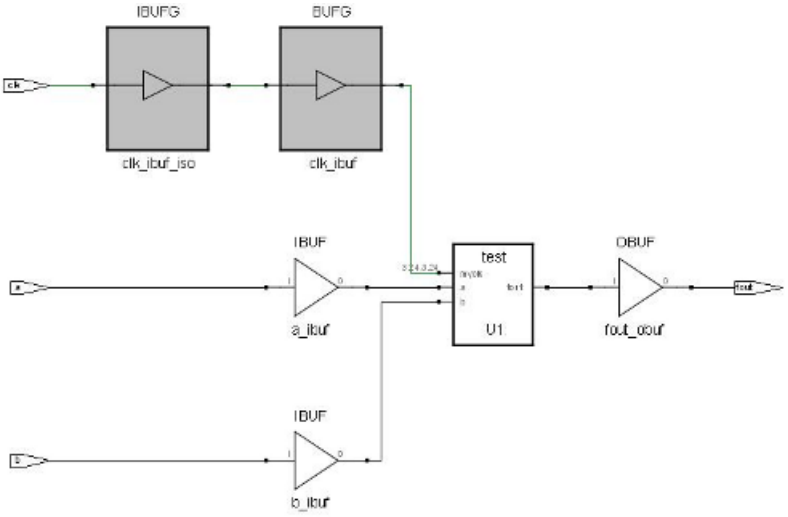
The following example defines syn_tco<*n*> and other black-box constraints:

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity test is
generic (size: integer := 8);
port (tout :   out std_logic_vector (size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic);

attribute syn_isclock : boolean;
attribute syn_isclock of myclk: signal is true;
end;

architecture rtl of test is
attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin
end;

-- TOP Level--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity top is
generic (size: integer: = 8);
port (fout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      clk : in std_logic
   );
end;

architecture rtl of top is
component test
generic (size: integer := 8);
port (tout :   out std_logic_vector(size- 1 downto 0);
```

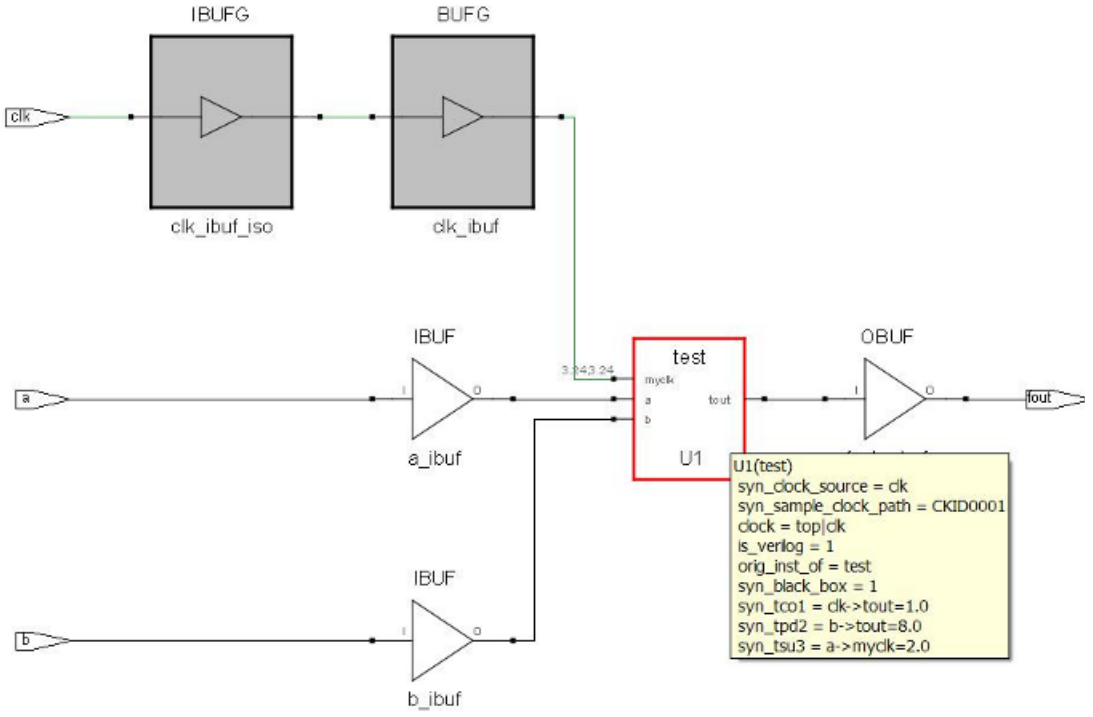
```
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic
   );
end component;

attribute syn_tco1 : string;
attribute syn_tco1 of test : component is
   "clk->tout = 1.0";
attribute syn_tpd1 : string;
attribute syn_tpd1 of test : component is
   "b->tout= 2.0";
attribute syn_tsu1 : string;
attribute syn_tsu1 of test : component is
   "a-> myclk = 1.2";
begin
U1 : test port map(fout, a, b, clk);
end;
```

Effect of using syn_tco

This figure shows the HDL Analyst Technology view before using syn_tco:



This figure shows the HDL Analyst Technology view after using syn_tco:



syn_tpd<n>

Directive

Supplies information on timing propagation for combinational delays through a black box.

Description

Used with the syn_black_box directive; supplies information on timing propagation for combinational delay through a black box.

The syn_tpd<n> directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

syn_tpd<n> Syntax

Verilog	*object* **/* syn_tpd***n*** **= "***bundle* -> *bundle* = *value*" */;**
VHDL	**attribute syn_tpd***n* **of** *object* **:** *objectType* **is "***bundle* **->** *bundle* **=** *value*";**

You can enter the syn_tpd<*n*> directive as an attribute using the Attributes panel of the SCOPE editor. The information in the Object, Attribute, and Value fields must be manually entered. This is the constraint file syntax:

define_attribute {v:*blackboxModule***} syn_tpd***n* **{***bundle***->***bundle***=***value***}**

For details about the syntax, see the following table:

v:	Constraint file syntax that indicates the directive is attached to the view.
blackboxModule	The symbol name of the black box.

n	A numerical suffix that lets you specify different input to output timing delays for multiple signals/bundles.
bundle	A bundle is a collection of buses and scalar signals. The objects of a bundle must be separated by commas with no intervening spaces. A valid bundle is A,B,C, which lists three signals. **"***bundle***->***bundle***=***value***"** The values are in ns.
value	Input to output delay value in ns.

Constraint file example:

```
define_attribute {v:MEM} syn_tpd1 {MEM_RD->DATA_OUT[63:0]=20}
```

Verilog Example

See syn_tpd<n> Syntax, on page 267 for an explanation of the syntax. This is an example of syn_tpd<*n*> along with some of the other black-box timing constraints:

```
module test(myclk, a, b, tout,)
   /*synthesis syn_black_box syn_tco1="clk->tout=1.0"
      syn_tpd1="b->tout=8.0" syn_tsu1="a->myclk=2.0" */;
input myclk;
input  a, b;
output tout;
endmodule

//Top Level
module top(input clk, input a, b, output fout);
test U1 (clk, a, b, fout);
endmodule
```

VHDL Example

In VHDL, there are 10 predefined instances of each of these directives in the synplify library, for example: syn_tpd1, syn_tpd2, syn_tpd3, … syn_tpd10. If you are entering the timing directives in the source code and you require more than 10 different timing delay values for any one of the directives, declare the additional directives with an integer greater than 10. For example:

```
attribute syn_tpd11 : string;
attribute syn_tpd11 of bitreg : component is
   "di0,di1 -> do0,do1 = 2.0";
attribute syn_tpd12 : string;
attribute syn_tpd12 of bitreg : component is
   "di2,di3 -> do2,do3 = 1.8";
```

See syn_tpd<n> Syntax, on page 267 for an explanation of the syntax.

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

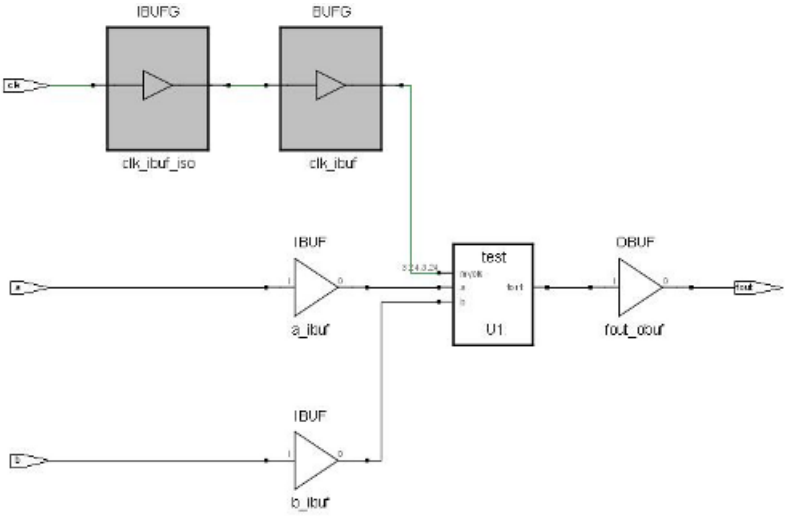
The following is an example of assigning syn_tpd<*n*> along with some of the black-box constraints.

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity test is
generic (size: integer := 8);
port (tout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic);
attribute syn_isclock : boolean;
attribute syn_isclock of myclk: signal is true;
end;

architecture rtl of test is
attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin
end;
```

```
-- TOP Level--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity top is
generic (size: integer := 8);
port (fout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
     b :   in std_logic_vector (size- 1 downto 0);
     clk : in std_logic
     );
end;

architecture rtl of top is
component test
generic (size: integer := 8);
port (tout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
     b :   in std_logic_vector (size- 1 downto 0);
     myclk : in std_logic
     );
end component;

attribute syn_tco1 : string;
attribute syn_tco1 of test : component is
   "clk->tout = 1.0";
attribute syn_tpd1 : string;
attribute syn_tpd1 of test : component is
   "b->tout= 2.0";
attribute syn_tsu1 : string;
attribute syn_tsu1 of test : component is
   "a-> myclk = 1.2";
begin
U1 : test port map(fout, a, b, clk);
end;
```

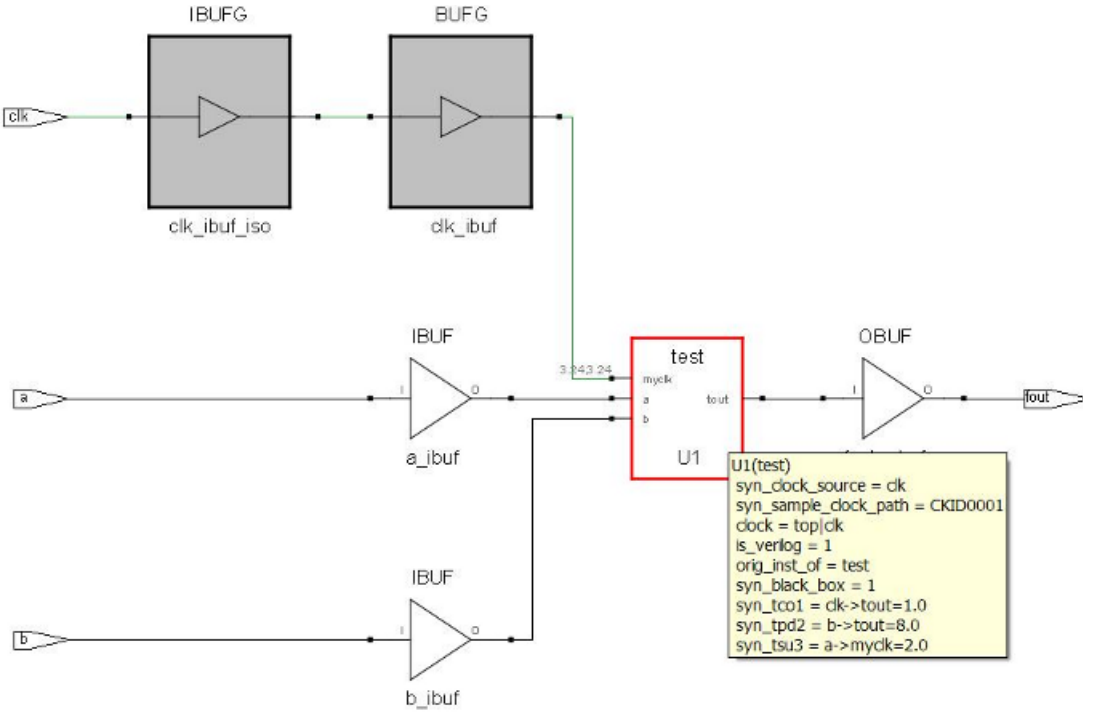
Effect of using syn_tpd

This figure shows the HDL Analyst Technology view before using syn_tpd:



After using syn_tpd

This figure shows the HDL Analyst Technology view after using syn_tpd:



syn_tristate

Directive

Specifies that an output port on a black box is a tristate.

syn_tristate Values

Value	Default
0	Yes
1	

Description

You can use this directive to specify that an output port on a module defined as a black box is a tristate. This directive eliminates multiple driver errors if the output of a black box has more than one driver. A multiple driver error is issued unless you use this directive to specify that the outputs are tristate.

syn_tristate Syntax

Verilog	*object* /* synthesis syn_tristate = 1 */;
VHDL	attribute syn_tristate : boolean; attribute syn_tristate of tout: signal is true;

Verilog Example

```
module test(myclk, a, b, tout) /* synthesis syn_black_box */;
input myclk;
input  a, b;
output tout/* synthesis syn_tristate = 1 */;
endmodule

//Top Level
```

```
module top(input [1:0]en, input clk, input a, b, output reg fout);
wire tmp;
assign tmp = en[0] ? (a & b) : 1'bz;
assign tmp = en[1] ? (a | b) : 1'bz;
always@(posedge clk)
begin
fout <= tmp;
end
test U1 (clk, a, b, tmp);
endmodule
```

VHDL Example

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity test is
port (tout :   out std_logic;
   a :   in std_logic;
   b :   in std_logic;
      myclk : in std_logic);

attribute syn_tristate : boolean;
attribute syn_tristate of tout: signal is true;
end;

architecture rtl of test is
attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin
end;

-- TOP Level--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity top is
port (fout :   out std_logic;
   a :   in std_logic;
   b :   in std_logic;
   en: in std_logic_vector(1 downto 0);
   clk : in std_logic
   );
end;
```

```
architecture rtl of top is
signal tmp : std_logic;
component test
port (tout :   out std_logic;
   a :   in std_logic;
   b :   in std_logic;
      myclk : in std_logic
   );
end component;

begin
tmp <=  (a and b)when en(0) = '1' else 'Z';
tmp <=  (a or b) when en(1) = '1' else 'Z';
process (clk)
begin
   if (clk = '1' and clk'event) then
      fout <= tmp;
   end if;
end process;

U1 : test port map(fout, a, b, clk);
end;
```

syn_tsu<n>

Directive

Sets information on timing setup delay required for input pins in a black box.

Description

Used with the syn_black_box directive; supplies information on timing setup delay required for input pins (relative to the clock) in the black box.

The syn_tsu<n> directive is one of several directives that you can use with the syn_black_box directive to define timing for a black box. See syn_black_box, on page 63 for a list of the associated directives.

syn_tsu<n> Syntax

Verilog	*object* **/* syn_tsu***n*** **= "***bundle* -> [!]*clock* = *value*" */;**
VHDL	**attribute syn_tsu***n* **of** *object* **:** *objectType* **is "***bundle* **->** [**!**]*clock* **=** *value***";**

The syn_tsu<*n*> directive can be entered as an attribute using the Attributes panel of the SCOPE editor. The information in the Object, Attribute, and Value fields must be manually entered. The constraint file syntax for the directive is:

define_attribute {v:*blackboxModule***} syn_tsu***n* **{***bundle***->**[**!**]*clock***=***value***}**

For details about the syntax, see the following table:

v:	Constraint file syntax that indicates the directive is attached to the view.
blackboxModule	The symbol name of the black box.
n	A numerical suffix that lets you specify different clock to output timing delays for multiple signals/bundles.

bundle	A collection of buses and scalar signals. The objects of a bundle must be separated by commas with no intervening spaces. A valid bundle is A,B,C, which lists three signals. The values are in ns. This is the syntax to define a bundle: *bundle*->[!]*clock*=*value*
!	The optional exclamation mark indicates that the clock is active on its falling (negative) edge.
clock	The name of the clock signal.
value	Input to clock setup delay value in ns.

Constraint file example:

```
define_attribute {v:RTRV_MOD} syn_tsu4 {RTRV_DATA[63:0]->!CLK=20}
```

Verilog Example

For syntax explanations, see syn_tsu<n> Syntax, on page 277.

This is an example that defines syn_tsu<*n*> along with some of the other black-box constraints:

```
module test(myclk, a, b, tout,) /*synthesis syn_black_box
syn_tco1="clk->tout=1.0" syn_tpd1="b->tout=8.0"
syn_tsu1="a->myclk=2.0" */;
input myclk;
input  a, b;
output tout;
endmodule

//Top Level
module top (input clk, input a, b, output fout);
test U1 (clk, a, b, fout);
endmodule
```

VHDL Examples

In VHDL, there are 10 predefined instances of each of these directives in the synplify library, for example: syn_tsu1, syn_tsu2, syn_tsu3, … syn_tsu10. If you are entering the timing directives in the source code and you require more than 10 different timing delay values for any one of the directives, declare the additional directives with an integer greater than 10:

```
attribute syn_tsu11 : string;
attribute syn_tsu11 of bitreg : component is
   "di0,di1 -> clk = 2.0";
attribute syn_tsu12 : string;
attribute syn_tsu12 of bitreg : component is
   "di2,di3 -> clk = 1.8";
```

For other syntax explanations, see syn_tsu<n> Syntax, on page 277.

See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

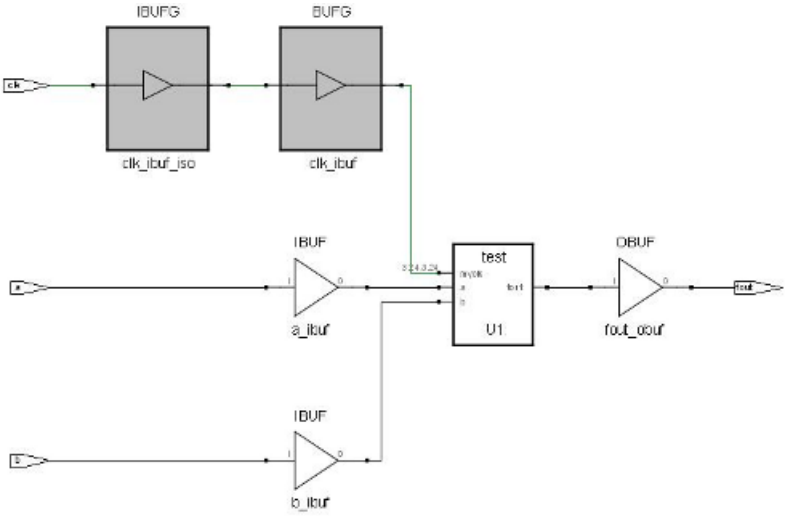
The following is an example of assigning syn_tsu<*n*> along with some of the other black-box constraints:

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity test is
generic (size: integer := 8);
port (tout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic);

attribute syn_isclock : boolean;
attribute syn_isclock of myclk: signal is true;
end;

architecture rtl of test is
attribute syn_black_box : boolean;
attribute syn_black_box of rtl: architecture is true;
begin
end;

-- TOP Level--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity top is
generic (size: integer := 8);
port (fout :   out std_logic_vector (size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
   clk : in std_logic
```

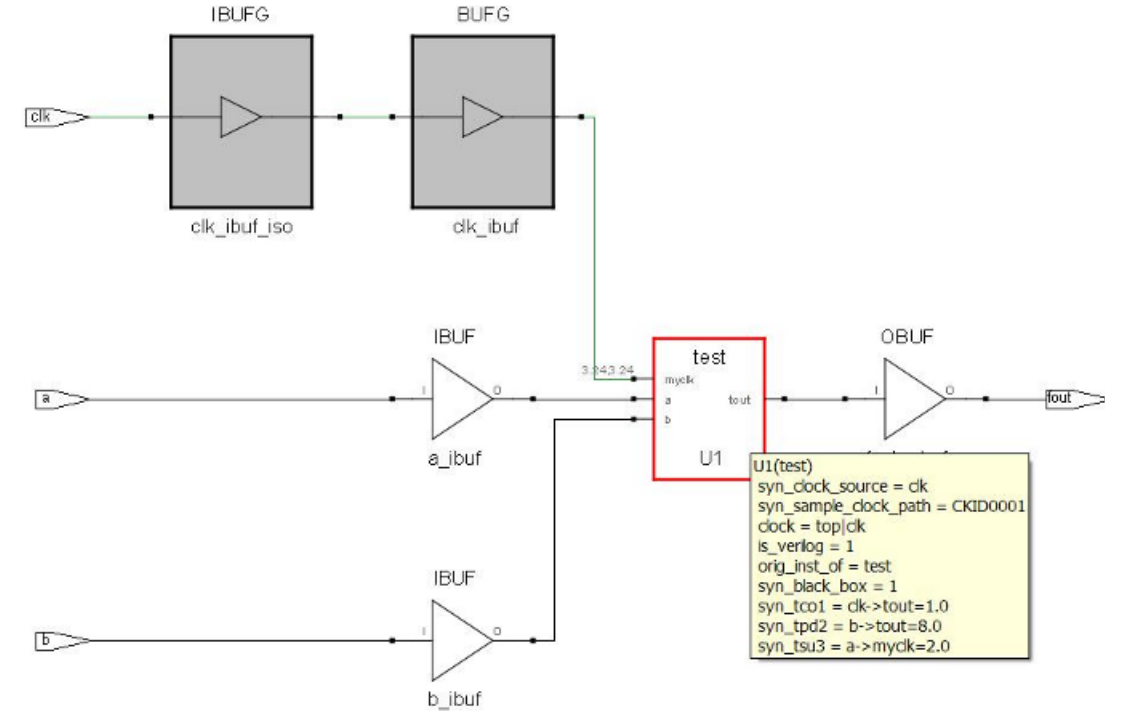
```
   );
end;

architecture rtl of top is
component test
generic (size: integer := 8);
port (tout :   out std_logic_vector(size- 1 downto 0);
   a :   in std_logic_vector (size- 1 downto 0);
   b :   in std_logic_vector (size- 1 downto 0);
      myclk : in std_logic
   );
end component;

attribute syn_tco1 : string;
attribute syn_tco1 of test : component is
   "clk->tout = 1.0";
attribute syn_tpd1 : string;
attribute syn_tpd1 of test : component is
   "b->tout= 2.0";
attribute syn_tsu1 : string;
attribute syn_tsu1 of test : component is
   "a-> myclk = 1.2";
begin
U1 : test port map (fout, a, b, clk);
end;
```

Effect of using syn_tsu

This figure shows the HDL Analyst Technology view before using syn_tsu:



This figure shows the HDL Analyst Technology view after using syn_tsu:



translate_off/translate_on

Directive

Synthesizes designs originally written for use with other synthesis tools without needing to modify source code.

Description

Allows you to synthesize designs originally written for use with other synthesis tools without needing to modify source code. All source code that is between these two directives is ignored during synthesis.

Another use of these directives is to prevent the synthesis of stimulus source code that only has meaning for logic simulation. You can use translate_off/translate_on to skip over simulation-specific lines of code that are not synthesizable.

When you use translate_off in a module, synthesis of all source code that follows is halted until translate_on is encountered. Every translate_off must have a corresponding translate_on. These directives cannot be nested, therefore, the translate_off directive can only be followed by a translate_on directive.

See also, pragma translate_off/pragma translate_on, on page 55. These directives are implemented the same in the source code.

translate_off/translate_on Syntax

Verilog	/* synthesis translate_off */ /* synthesis translate_on */
VHDL	synthesis translate_off synthesis translate_on

Verilog Example

```
module test(input a, b, output dout, Nout);
assign dout = a + b;

//Anything between pragma translate_off/translate_on is ignored by
   the synthesis tool hence only
//the adder circuit above is implemented not the multiplier circuit
   below:

/* synthesis translate_off */
assign Nout = a * b;
/* synthesis translate_on */

endmodule
```

For SystemVerilog designs, you can alternatively use the synthesis_off/synthesis_on directives. The directives function the same as the translate_off/translate_on directives to ignore all source code contained between the two directives during synthesis.

For Verilog designs, you can use the synthesis macro with the Verilog ‘ifdef directive instead of the translate on/off directives. See synthesis Macro, on page 124 for information.

VHDL Example

For VHDL designs, you can alternatively use the synthesis_off/synthesis_on directives. Select Project->Implementation Options->VHDL and enable the Synthesis On/Off Implemented as Translate On/Off option. This directs the compiler to treat the synthesis_off/on directives like translate_off/on and ignore any code between these directives.

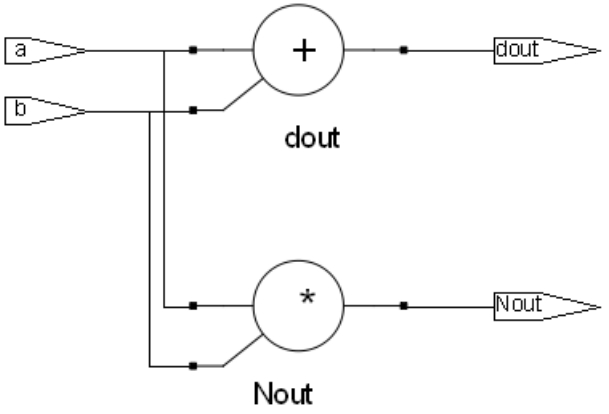
See VHDL Attribute and Directive Syntax, on page 403 for different ways to specify VHDL attributes and directives.

```
library ieee;
use ieee.std_logic_MicrochipMicrochip64.all;
use ieee.std_logic_unsigned.all;
```

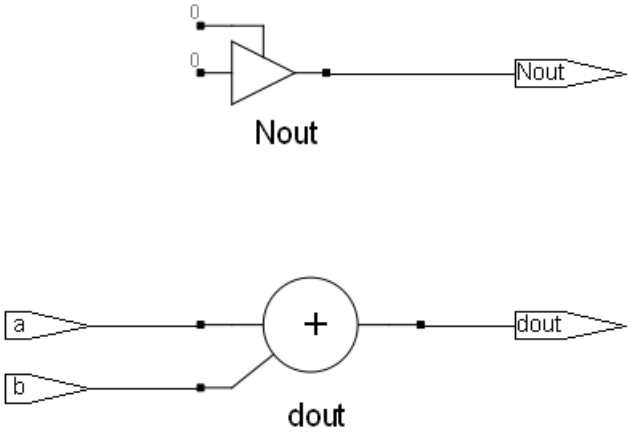
```
entity test is
port
   a :   in std_logic_vector(Microchip downto 0);
   b :   in std_logic_vector(Microchip downto 0);
   dout :   out std_logic_vector(Microchip downto 0);
   Nout :   out std_logic_vector(3 downto 0)
   );
end;

architecture rtl of test is
begin
   dout <= a + b;

--Anything between synthesis translate_off/translate_on is ignored
   by the synthesis tool hence only
--the adder circuit above is implemented not the multiplier circuit
   below:

--synthesis translate_off
   Nout <= a * b;
--synthesis translate_on
end;
```

Effects of Using translate_off/translate_on

Here is the RTL view before applying the attribute.



This is the RTL view after applying the attribute.



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