3

Coding Styles for Logic Building Blocks

This chapter shows different coding styles for logic building blocks such as decoders and priority encoders. A typical coding style and a recommended coding style are presented for each building block.

The examples in this chapter are parameterizable: They can be modified for any bit-width. Therefore, they may appear more complex than examples written for a specific bit-width.

Decoder

Example 3-1 and Example 3-2 show Verilog and VHDL with a frequently used coding style for decoders. The input is used as an index to the output in these examples.
Example 3-1  Verilog for Decoder Using Indexing

module decoder_index (in1, out1);
parameter N = 8;
parameter log2N = 3;
input [log2N-1:0] in1;
output [N-1:0] out1;
reg [N-1:0] out1;
always @(in1)
begin
    out1 = 0;
    out1[in1] = 1'b1;
end
endmodule

Example 3-2  VHDL for Decoder Using Indexing

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity decoder38_index is
    generic (N: natural := 8; log2N: natural := 3);
    port (in1: in std_logic_vector(log2N-1 downto 0);
          out1: out std_logic_vector(N-1 downto 0));
end decoder38_index;

architecture one of decoder38_index is
    signal in1_int: natural range 0 to N-1;
    begin
        in1_int <= CONV_INTEGER(in1);
        process(in1_int)
        begin
            out1 <= (others => '0');
            out1(in1_int) <= '1';
        end process;
    end one;

Example 3-3 and Example 3-4 show an alternative coding style for decoders, using a for loop.
**Example 3-3  Verilog for Decoder Using Loop**

```verilog
module decoder38_loop (in1, out1);
    parameter N = 8;
    parameter log2N = 3;
    input [log2N-1:0] in1;
    output [N-1:0] out1;
    reg [N-1:0] out1;
    integer i;

    always @(in1)
    begin
        for(i=0;i<N;i=i+1)
            out1[i] = (in1 == i);
    end
endmodule
```

**Example 3-4  VHDL for Decoder Using Loop**

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

entity decoder_loop is
    generic (N: natural := 8; log2N: natural := 3);
    port (in1: in std_logic_vector(log2N-1 downto 0);
        out1: out std_logic_vector(N-1 downto 0));
end decoder_loop;

architecture one of decoder_loop is
    signal in1_int: natural range 0 to N-1;
    begin
        in1_int <= CONV_INTEGER(in1);
        process(in1_int)
        begin
            out1 <= (others => '0');
            for i in 0 to N-1 loop
                if (in1_int = i) then
                    out1(i) <= '1';
                end if;
            end loop;
        end process;
    end one;
```
Table 3-1 and Figure 3-1 show timing results for different-size decoders, using the decoder coding styles described in the preceding examples.

Table 3-1  Timing Results for Decoder Coding Styles

<table>
<thead>
<tr>
<th>Input Address Width</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>0.64</td>
<td>0.86</td>
<td>1.33</td>
<td>1.52</td>
<td>2.11</td>
<td>2.37</td>
</tr>
<tr>
<td>Loop</td>
<td>0.64</td>
<td>0.86</td>
<td>1.33</td>
<td>1.57</td>
<td>1.98</td>
<td>2.10</td>
</tr>
</tbody>
</table>

Figure 3-1  Decoder Timing Results Versus Address Width

Table 3-2 and Figure 3-2 show area results for the decoder coding styles described in the preceding examples.

Table 3-2  Area Results for Decoder Coding Styles

<table>
<thead>
<tr>
<th>Input Address Width</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>18</td>
<td>29</td>
<td>61</td>
<td>115</td>
<td>195</td>
<td>583</td>
</tr>
<tr>
<td>Loop</td>
<td>18</td>
<td>30</td>
<td>61</td>
<td>116</td>
<td>195</td>
<td>346</td>
</tr>
</tbody>
</table>
Figure 3-2  Decoder Area Versus Address Width

Table 3-3 and Figure 3-3 show compile time for the decoder coding styles described previously.

Table 3-3  Compile Time (Seconds) for Decoder Coding Styles

<table>
<thead>
<tr>
<th>Input Address Width</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>2</td>
<td>3</td>
<td>11</td>
<td>18</td>
<td>58</td>
<td>132</td>
</tr>
<tr>
<td>Loop</td>
<td>16</td>
<td>13</td>
<td>42</td>
<td>163</td>
<td>946</td>
<td>9000</td>
</tr>
</tbody>
</table>
In conclusion, Example 3-1 and Example 3-2, using indexing, are more concise and readable than the other examples and have faster compile time overall. On the other hand, Example 3-3 and Example 3-4, using a for loop, give slightly better timing results for address widths larger than 6 and better area results for address widths larger than 7. Select a specific coding style based on design requirements (decoder size required and so on).

Priority Encoder

Example 3-5 and Example 3-6 show Verilog and VHDL versions of an 8-to-3 priority encoder using a for loop. A function is used in the Verilog example to calculate the highest priority index. A procedure is used in the VHDL example because procedures can have multiple return values.
Example 3-5  Verilog for Priority Encoder Using Loop Starting With Lowest-Priority Bit

module priority_low_high (A, P, F);
parameter N = 8;
parameter log2N = 3;
input [N-1:0] A; //Input Vector
output [log2N-1:0] P; // High Priority Index
output F; // Found a one?
reg [log2N-1:0] P;
reg F;

function [log2N:0] priority;
    input [N-1:0] A;
    reg F;
    integer I;
    begin
        F = 1’b0;
        priority = {3’b0, F};
        for (I=0; I<N; I=I+1)
            if (A[I])
                begin
                    F = 1’b1;
                    priority = {I, F};// Override previous index
                end
    end
endfunction

always @(A)
begin
    {P, F} <= priority(A);
end
endmodule

Example 3-6 is the equivalent VHDL example. This example uses a function, log2, to calculate log base 2 and a procedure to find the highest-priority index.
Example 3-6 VHDL for Priority Encoder Using Loop Starting With Lowest-Priority Bit

package pri_pack is
  function log2(A: natural) return natural;
end pri_pack;

package body pri_pack is
  function log2(A: natural) return natural is
  begin
    for I in 1 to 30 loop -- Works for up to 32 bit integers
      if (2**I > A) then
        return(I-1);
      end if;
    end loop;
    return(30);
  end;
end pri_pack;

library IEEE;
use work.pri_pack.all;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_arith.all;

dentity priority_low_high is
  generic(N: natural := 3);
  port (A: in std_logic_vector(2**N - 1 downto 0);
    F: out std_logic); -- Found a one?
end priority_low_high;

architecture a of priority_low_high is
  procedure priority(A: in std_logic_vector; -- Input Vector
    P: out std_logic_vector; -- High Priority Index
    F: out std_logic) is
  constant WIDTH: NATURAL := A'length;
  constant LOG_WIDTH: NATURAL := log2(WIDTH);
begin
  P := CONV_STD_LOGIC_VECTOR(CONV_UNSIGNED(0, LOG_WIDTH),
    LOG_WIDTH); -- Set output default
  F := '0';
  for I in 0 to WIDTH-1 loop
    if(A(I) = '1') then -- If found a ’1’
      P := CONV_STD_LOGIC_VECTOR(CONV_UNSIGNED(I, LOG_WIDTH),
        LOG_WIDTH); -- Override previous index
      F := '1';
    end if;
  end loop;
end a;
end priority;

begin
  process(A)
  variable PV: std_logic_vector(N-1 downto 0);
  variable FV: std_logic;
  begin
    priority(A, PV, FV);
    P <= PV;
    F <= FV;
  end process;
end a;

Example 3-4 shows the chain structure implied by the HDL in Example 3-5 and Example 3-6.

Figure 3-4  Chain Structure for Priority Encoder
Example 3-5 and Example 3-6 can be modified to create a tree structure. Tree structures generally result in better performance. Only the VHDL tree structure is shown in Example 3-7.

Using recursion in VHDL gives you the ability to create a priority encoder in a tree structure. Example 3-7 uses recursive procedure calls to generate a tree structure for a priority encoder.
Example 3-7  VHDL for Priority Encoder Tree

package pri_pack2 is
  function log2(A: integer) return integer;
  function max(A,B: integer) return integer;
end pri_pack2;

package body pri_pack2 is
  function max(A,B: integer) return integer is
  begin
    if(A<B) then
      return(B);
    else
      return(A);
    end if;
  end;

  function log2(A: integer) return integer is
  begin
    for I in 1 to 30 loop-- Works for up to 32 bit integers
      if(2**I > A) then
        return(I-1);
      end if;
    end loop;
    return(30);
  end;
end pri_pack2;

library IEEE;
use IEEE.std_logic_1164.all;
use work.pri_pack2.all;

entity priority_tree is
  port (A: in std_logic_vector(2**N - 1 downto 0);
        P: out std_logic_vector(N-1 downto 0);
        F: out std_logic);
end priority_tree;

architecture a of priority_tree is

  procedure priority(A: in std_logic_vector; -- Input Vector
                     P: out std_logic_vector; -- High Priority Index
                     F: out std_logic) is -- Found a one?
  constant WIDTH: INTEGER := A'length;
  constant LOG_WIDTH: INTEGER := log2(WIDTH);
  variable AT: std_logic_vector(WIDTH-1 downto 0);
  variable F1, F0: std_logic;
  variable PRET: std_logic_vector(LOG_WIDTH-1 downto 0);
  variable P1, P0, PT:std_logic_vector(max(LOG_WIDTH-2,0) downto 0);
begin

   AT := A;    -- Normalize array indices

   -- Handle Degenerate case of single input

   if(WIDTH = 1) then
      F := AT(0);
   -- This is the bottom of the recursion: a 2-bit priority encoder

   elsif(WIDTH = 2) then
      PRET(0) := AT(0);
      F := AT(1) or AT(0);
   -- Recurse on the two halves, and compute combined result

   else
      priority(AT(WIDTH-1 downto WIDTH/2), P1, F1);
      priority(AT(WIDTH/2-1 downto 0), P0, F0);

      F := F1 or F0;

      if(F1 = '1') then      --If the first half had a ’1’, use its index.
         PT := P1;
      else
         PT := P0;      -- Otherwise, use the second half’s index.
      end if;
      PRET := F1 & PT;      -- The result MSB is ’1’ if the first half
         -- had a ’1’.
   end if;
   P := PRET;
end priority;

begin
process(A)
variable PV: std_logic_vector(N-1 downto 0);
variable FV: std_logic;
begin
   priority(A, PV, FV);
   P <= PV;
   F <= FV;
end process;
end a;
Table 3-4 shows timing results for different-size priority encoders using the coding styles described in the preceding example.

Table 3-4  *Timing Results for Various Encoder Coding Styles*

<table>
<thead>
<tr>
<th>Output Width</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>low_high</td>
<td>0.51</td>
<td>1.29</td>
<td>1.85</td>
<td>3.93</td>
<td>6.00</td>
</tr>
<tr>
<td>tree</td>
<td>0.51</td>
<td>1.48</td>
<td>1.71</td>
<td>2.85</td>
<td>4.05</td>
</tr>
</tbody>
</table>

Table 3-5 shows area results for different-size priority encoders using the coding styles described previously.

Table 3-5  *Area Results for Various Encoder Coding Styles*

<table>
<thead>
<tr>
<th>Output Width</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>low_high</td>
<td>17</td>
<td>43</td>
<td>101</td>
<td>227</td>
<td>536</td>
</tr>
<tr>
<td>tree</td>
<td>17</td>
<td>33</td>
<td>90</td>
<td>168</td>
<td>419</td>
</tr>
</tbody>
</table>

Figure 3-5 shows the tree structure implied by the HDL in Example 3-7 on page 3-11.
Figure 3-5  Tree Structure for Priority Encoder

Table 3-6 and Figure 3-6 on page 3-15 show compile time in seconds for the various priority encoder coding styles.

Table 3-6  Compile Time (Seconds) for Various Encoder Coding Styles

<table>
<thead>
<tr>
<th>Output Width</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>low_high</td>
<td>4</td>
<td>5</td>
<td>10</td>
<td>20</td>
<td>63</td>
</tr>
<tr>
<td>tree</td>
<td>3</td>
<td>4</td>
<td>7</td>
<td>13</td>
<td>27</td>
</tr>
</tbody>
</table>
In conclusion, Example 3-5 on page 3-7 and Example 3-6 on page 3-8, using loops to override the previous index, are more concise and readable. But the tree version in Example 3-7 on page 3-11 is better with respect to timing, area, and compile time. In addition, the QOR difference between the two versions increases as the size of the priority encoder gets larger. For designs that are pushing performance, the tree version is the recommended coding style.

Reduction XOR

Reduction functions, especially reduction XORs, are frequently used in designs. Example 3-8 and Example 3-9 show Verilog and VHDL for a reduction XOR implemented in a chain structure. Chain structures are common for reduction functions.
Example 3-8  Verilog for Reduction XOR Chain

module XORReduce (data_in, data_out);
parameter N = 5;
input [N-1:0] data_in;
output data_out;
reg data_out;

function XORReduce_func;
input [N-1:0] data;
integer I;
begin
  XORReduce_func = 0;
  for (I = N-1; I >= 0; I=I-1)
    XORReduce_func = XORReduce_func ^ data[I];
end
endfunction

always @(data_in)
begin
  data_out <= XORReduce_func(data_in);
end
endmodule
Example 3-9  VHDL for Reduction XOR Chain

library IEEE;
use IEEE.std_logic_1164.all;

entity XOR_reduce is
  generic (N: natural := 5);
  port (data_in: in std_logic_vector(N-1 downto 0);
        data_out: out std_logic);
end XOR_reduce;

architecture one of XOR_reduce is
  function XOR_reduce_func(data:std_logic_vector) return std_logic is
    variable result : std_logic;
    begin
      result := '0';
      for I in data'RANGE loop
        result := result XOR data(I);
      end loop;
      return result;
    end;
    begin
      data_out <= XOR_reduce_func(data_in);
    end one;

Figure 3-7 shows the chain structure implied by the HDL in Example 3-8 and Example 3-9.

Figure 3-7  Chain Structure for Reduction XOR

Example 3-10 on page 3-18 and Example 3-11 on page 3-20 show Verilog and VHDL, respectively, for the reduction XOR implemented in a tree structure.
Example 3-10  Verilog for XOR Tree

module XOR_tree(data_in, data_out);
parameter N = 5;
parameter logN = 3;
input[N-1:0] data_in;
output data_out;
reg data_out;

function even;
input [31:0] num;
begin
  even = ~num[0];
end
endfunction

function XOR_tree_func;
input [N-1:0] data;
integer I, J, K, NUM;
reg [N-1:0] temp, result;
begin
  temp[N-1:0] = data_in[N-1:0];
  NUM = N;
  for (K=logN-1; K>=0; K=K-1)
  begin
    J = (NUM+1)/2;
    J = J-1;
    if (even(NUM))
      for (I=NUM-1; I>=0; I=I-2)
      begin
        result[J] = temp[I] ^ temp[I-1];
        J = J-1;
      end
    else
      begin
        for (I=NUM-1; I>=1; I=I-2)
        begin
          result[J] = temp[I] ^ temp[I-1];
          J = J-1;
        end
        result[0] = temp[0];
  end
endfunction
temp[N-1:0] = result[N-1:0];
NUM = (NUM+1)/2;
end
XOR_tree_func = result[0];
end
endfunction
always @(data_in)
begin
    data_out <= XOR_tree_func(data_in);
end
endmodule

The VHDL version shown in Example 3-11 uses recursion to build a tree.
Example 3-11   VHDL for XOR Tree

library IEEE;
use IEEE.std_logic_1164.all;

entity XOR_tree is
  generic (N: natural := 4);
  port (data_in: in std_logic_vector(N downto 0);
        data_out: out std_logic);
end XOR_tree;

architecture one of XOR_tree is
  function XOR_tree_func(data: std_logic_vector) return std_logic is
    variable UPPER_TREE, LOWER_TREE: std_logic;
    variable MID, LEN: natural;
    variable result: std_logic;
    variable i_data: std_logic_vector(data'LENGTH-1 downto 0);
    begin
      i_data := data;
      LEN := i_data'LENGTH;
      if LEN = 1 then
        result := i_data(i_data'LEFT);
      elsif LEN = 2 then
        result := i_data(i_data'LEFT) XOR i_data(i_data'RIGHT);
      else
        MID := (LEN + 1)/2 + i_data'RIGHT;
        UPPER_TREE := XOR_tree_func(i_data(i_data'LEFT downto MID));
        LOWER_TREE := XOR_tree_func(i_data(MID-1 downto i_data'RIGHT));
        result := UPPER_TREE XOR LOWER_TREE;
      end if;
      return result;
    end;
    begin
      data_out <= XOR_tree_func(data_in);
    end one;

Figure 3-8 shows the tree structure implied by the HDL in Example 3-10 and Example 3-11.
In conclusion, Design Compiler can convert the XOR chain structure to a tree structure during compile. However, it does not do so if the chain is used in a design that accesses intermediate points in the chain (outputs of gates along the chain). Therefore, it is best to start with the tree structure. OR chains with intermediate points, on the other hand, are converted to trees.

Multiplexer

Example 3-12 on page 3-22 and Example 3-13 on page 3-23 show, respectively, Verilog and VHDL for multiplexer chains. The structure implied by the HDL is a chain of multiplexing logic. This does not mean Design Compiler necessarily infers multiplexer cells for this logic. For information on how to get Design Compiler to map to multiplexer cells (especially large multiplexer cells) in the technology library, see the HDL Compiler for Verilog Reference Manual.
Example 3-12  Verilog for Multiplexer Chain

```verilog
module mux_chain (sel, data_in, data_out);
    parameter N = 5;
    input [N-1:0] sel;
    input [N:0] data_in;
    output data_out;
    reg data_out;

    function mux_chain_func;
        input [N-1:0] sel;
        input [N:0] data_in;
        reg [N-1:0] i_sel;
        reg [N:0] i_data;
        reg result;
        integer I;
        begin
            i_sel = sel;
            i_data = data_in;
            mux_chain_func = i_data[N];
            for (I = N-1; I >= 0; I=I-1)
                if (i_sel[I])
                    mux_chain_func = i_data[I];
        end
    endfunction

    always @(sel or data_in)
    begin
        data_out <= mux_chain_func(sel, data_in);
    end
endmodule
```
Example 3-13  VHDL for Multiplexer Chain

library IEEE;
use IEEE.std_logic_1164.all;

entity mux_chain is
  generic (N: natural := 5);
  port (sel: in std_logic_vector(N-1 downto 0);
    data_in: in std_logic_vector(N downto 0);
    data_out: out std_logic);
end mux_chain;

architecture one of mux_chain is
  function mux_chain_func(sel, data: std_logic_vector)
    return std_logic is
    variable i_sel: std_logic_vector(sel'LENGTH-1 downto 0);
    variable i_data: std_logic_vector(data'LENGTH-1 downto 0);
    variable result: std_logic;
    begin
      i_sel:= sel;
      i_data:= data;
      result:= i_data(i_data'LEFT);
      for I in i_sel'LENGTH - 1 downto 0 loop
        if i_sel(I) = '1' then
          result := i_data(I);
        end if;
      end loop;
      return result;
    end;

    begin
      data_out <= mux_chain_func(sel, data_in);
    end one;

Figure 3-9 shows the structure implied by the HDL in Example 3-12 and Example 3-13.
Example 3-14 and Example 3-15 show Verilog and VHDL that imply the same multiplexing functionality shown in Example 3-12 and Example 3-13 but in a tree structure rather than a chain structure.
Example 3-14  Verilog for Multiplexer Tree

module mux_tree(sel, data_in, data_out);
parameter N = 8;
parameter log2N = 3;
input [N-2:0] sel;
input [N-1:0] data_in;
output data_out;
reg data_out;

function even;
input [31:0] num;
begin
  even = ~num[0];
end
endfunction

function mux_2_1;
input sel;
input [1:0]data;
begin
  if (sel)
    mux_2_1 = data[0];
  else
    mux_2_1 = data[1];
end
endfunction

function mux_tree_func;
input [N-2:0] sel;
input [N-1:0] data_in;
reg [N-1:0] i_sel, temp_sel;
reg [N-1:0] i_data, result;
integer I, J, K, S;
integer TREE_DEPTH;
integer SEL_LEN, DATA_LEN;
begin
  i_data[N-1:0] = data_in[N-1:0];
i_sel[N-2:0] = sel[N-2:0];
i_sel[N-1] = 1’b0;
DATA_LEN = N;
SEL_LEN  = N-1;
for (TREE_DEPTH=log2N-1; TREE_DEPTH>=0;
    TREE_DEPTH=TREE_DEPTH-1)
begin
  SEL_LEN = (DATA_LEN+1)/2;
  S = SEL_LEN-1;
end
J = (DATA_LEN+1)/2;
J = J-1;
if (even(DATA_LEN))
for (I=DATA_LEN-1; I>=1; I=I-2)
begin
    result[J] = mux_2_1(i_sel[I-1], {i_data[I],
        i_data[I-1]});
    temp_sel[S] = |{i_sel[I-1], i_sel[I]};
    J = J-1;
    S = S-1;
end
else
begin
for (I=DATA_LEN-1; I>=2; I=I-2)
begin
    result[J] = mux_2_1(i_sel[I-1], {i_data[I],
        i_data[I-1]});
    temp_sel[S] = |{i_sel[I-1], i_sel[I]};
    J = J-1;
    S = S-1;
end
result[0] = i_data[0];
temp_sel[0] = i_sel[0];
end
i_data[N-1:0] = result[N-1:0];
i_sel[N-1:0] = temp_sel[N-1:0];
DATA_LEN = (DATA_LEN+1)/2;
end
mux_tree_func = result[0];
end
endfunction
always @(sel or data_in)
begin
    data_out <= mux_tree_func(sel, data_in);
end
endmodule
library IEEE;
use IEEE.std_logic_1164.all;
entity mux_tree is
  generic (N: natural := 4);
  port (sel: in std_logic_vector(N downto 0);
        data_in: in std_logic_vector(N+1 downto 0);
        data_out: out std_logic);
end mux_tree;
architecture one of mux_tree is
function XOR_tree_func...
  -- See Example 3-11 on page 3-20 for XOR_tree_func source
end;
function mux_2_1(sel: std_logic; input: std_logic_vector)
  return std_logic is
  variable result: std_logic;
  variable i_input: std_logic_vector(1 downto 0);
begin
  i_input := input;
  if sel = '1' then
    result := i_input(0);
  else
    result := i_input(1);
  end if;
  return result;
end;
function mux_tree_func(sel, data: std_logic_vector)
  return std_logic is
  variable result : std_logic;
  variable upper_tree, lower_tree : std_logic;
  variable i_sel : std_logic_vector(sel’LENGTH-1 downto 0);
  variable i_data : std_logic_vector(data’LENGTH-1 downto 0);
  variable final_sel : std_logic;
  variable val : std_logic_vector(1 downto 0);
  variable SEL_LEN, DATA_LEN, MID : natural;
begin
  i_sel := sel;
  i_data := data;
  DATA_LEN := i_data’LENGTH;
  SEL_LEN := i_sel’LENGTH;
  if SEL_LEN = 0 or DATA_LEN = 0 then
    elsif SEL_LEN = 1 then
      result := mux_2_1(i_sel(0), i_data);
    elsif SEL_LEN = 2 then
      upper_tree := mux_2_1(i_sel(1), i_data(2 downto 1));
      val := (upper_tree, i_data(0));
      result := mux_2_1(i_sel(0), val);
elsif SEL_LEN = 3 and DATA_LEN = 3 then
    upper_tree := mux_2_1(i_sel(2), i_data(2 downto 1));
    val := (upper_tree, i_data(0));
    final_sel := i_sel(1) OR i_sel(0);
    result := mux_2_1(final_sel, val);
elsif SEL_LEN = 3 and DATA_LEN = 4 then
    upper_tree := mux_2_1(i_sel(2), i_data(3 downto 2));
    lower_tree := mux_2_1(i_sel(0), i_data(1 downto 0));
    val := (upper_tree, lower_tree);
    final_sel := i_sel(1) OR i_sel(0);
    result := mux_2_1(final_sel, val);
else
    MID := (DATA_LEN + 1)/2 + i_data'RIGHT;
    upper_tree := mux_tree_func(i_sel(i_sel'LEFT downto MID),
                               i_data(i_data'LEFT downto MID));
    lower_tree := mux_tree_func(i_sel(MID-2 downto i_sel'RIGHT),
                               i_data(MID - 1 downto i_data'RIGHT));
    val := (upper_tree, lower_tree);
    final_sel := XOR_tree_func(i_sel(MID - 1 downto 0));
    result := mux_2_1(final_sel, val);
end if;
return result;
end;

begin
    data_out <= mux_tree_func(sel, data_in);
end one;

Figure 3-10 shows the structure implied by Example 3-14 and Example 3-15.
Table 3-7 and Figure 3-11 show timing results for different-size multiplexer chains and trees, using the coding styles described previously.

**Table 3-7  **Timing Results for Various Multiplexer Coding Styles

<table>
<thead>
<tr>
<th># of MUXs</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chain</td>
<td>0.72</td>
<td>1.18</td>
<td>1.3</td>
<td>1.76</td>
<td>1.88</td>
<td>2.34</td>
</tr>
<tr>
<td>Tree</td>
<td>0.72</td>
<td>1.01</td>
<td>1.01</td>
<td>1.09</td>
<td>1.29</td>
<td>1.38</td>
</tr>
</tbody>
</table>
Table 3-8 and Figure 3-12 show area results for different-size multiplexer chains and trees, using the coding styles described previously.

Table 3-8  Multiplexer Area Versus Number of Multiplexers

<table>
<thead>
<tr>
<th># of MUXs</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chain</td>
<td>14</td>
<td>16</td>
<td>22</td>
<td>24</td>
<td>30</td>
<td>32</td>
</tr>
<tr>
<td>Tree</td>
<td>14</td>
<td>23</td>
<td>24</td>
<td>27</td>
<td>32</td>
<td>40</td>
</tr>
</tbody>
</table>
From this data, it is apparent that the tree version is better with respect to timing (as expected) but a little worse with respect to area. To optimize your HDL for timing, use the tree version. If area is of greater concern, use the chain version.

A late arriving signal can also indicate the need for a chain structure. For example, if `data_in[0]` is a late arriving input, the chain structure shown in Figure 3-9 is the better startpoint.