

# Structure (2A)

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- Configuration

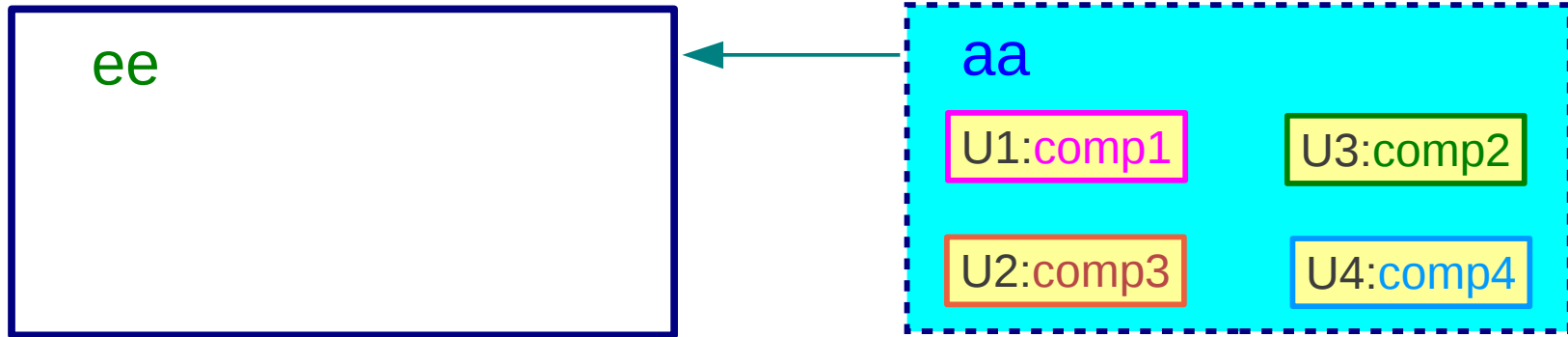
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# Structural Hierarchy



## Component Declaration

```
component comp1 is
  port ( );
end comp1;
component comp2 is
  port ( );
end comp2;
component comp3 is
  port ( );
end comp3;
component comp4 is
  port ( );
end comp4;
```

## architecture aa of ee is

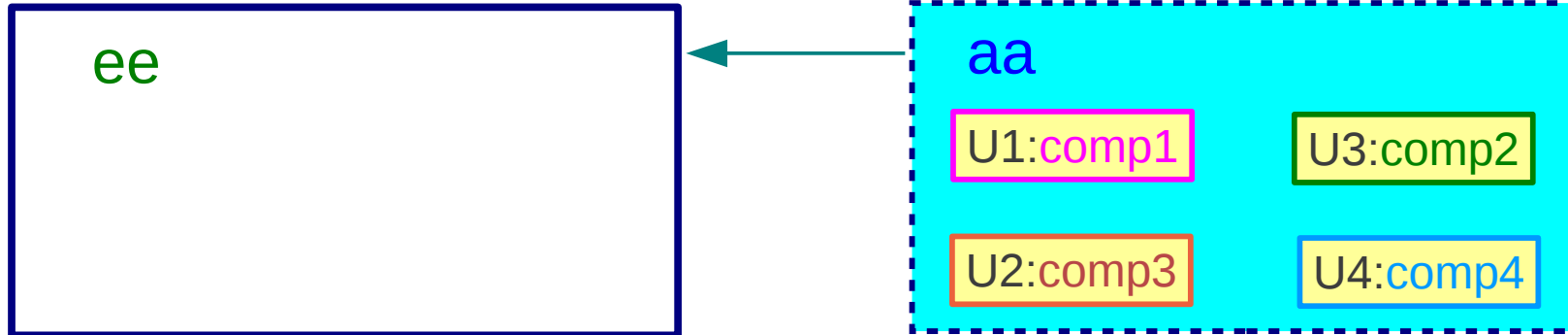
begin

## Component Instantiation

```
U1: comp1 port map ( );
U2: comp2 port map ( );
U3: comp3 port map ( );
U4: comp4 port map ( );
```

end aa;

# Which Entity – Architecture pairs?



- *Default Binding*
- *Configuration Specification*
- *Configuration Declaration*
  - *Default Configuration*
  - *Component Configuration*
    - *entity-architecture configuration*
    - *low level configuration*
  - *Block Configuration*

architecture **aa** of **ee** is



**begin**

*Component Instantiation*

```
U1: comp1 port map ( );  
U2: comp2 port map ( );  
U3: comp3 port map ( );  
U4: comp4 port map ( );
```

**end aa;**

# Default Binding

```
entity comp1 is
  port ( );
end comp1;
```

```
entity comp2 is
  port ( );
end comp2;
```

```
entity comp3 is
  port ( );
end comp3;
```

```
entity comp4 is
  port ( );
end comp4;
```

```
architecture bhv of comp1 is
  ...
end comp1;
```

```
architecture bhv of comp2 is
  ...
end comp2;
```

```
architecture bhv of comp3 is
  ...
end comp3;
```

```
architecture bhv of comp4 is
  ...
end comp4;
```

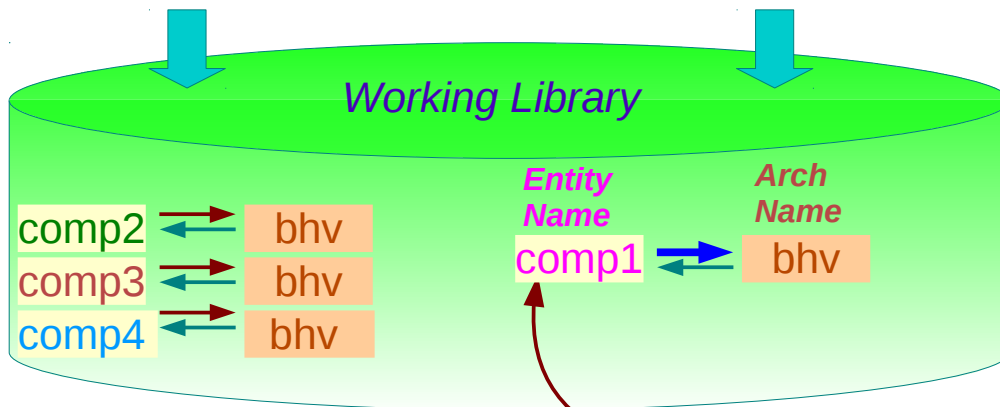
```
architecture aa of ee is
```

```
begin
```

*Component Name*

```
U1: comp1 port map ( );
U2: comp2 port map ( );
U3: comp3 port map ( );
U4: comp4 port map ( );
```

```
end aa;
```



*Component - Entity Binding*

**Component Name = Entity Name**

*Entity - Architecture Binding*

**Last compiled Architecture**

# Configuration Specification (1)

## Configuration Specification :

For each component instance,  
Specify the selection of

- Entity declaration and
- Architecture body.

	Component Instance	Library Name	Entity Name	Arch Name	
	↓	↓	↓	↓	
for	U1: comp1	work	comp1	(bhv);	<del>end for;</del>
for	U2: comp2	work	comp2	(bhv);	
for	U3: comp3	work	comp3	(bhv);	
for	U4: comp4	work	comp4	(bhv);	

Also known as **Architecture Configuration**  
since the specification of configuration exists in  
the architecture declarative region

# Configuration Specification (2)

## Component Declaration

*Interface*

```

component comp1 is
  port ( );
end comp1;

component comp2 is
  port ( );
end comp2;

component comp3 is
  port ( );
end comp3;

component comp4 is
  port ( );
end comp4;
    
```

```

architecture aa of ee is
  [Component Instance]
  [Component Instance]
begin
  [Component Instantiation]
  U1: comp1 port map ( );
  U2: comp2 port map ( );
  U3: comp3 port map ( );
  U4: comp4 port map ( );
end aa;
    
```

*Component Instance*

*Library Name*    *Entity Name*    *Arch Name*

```

for U1: comp1 use entity work.comp1(bhv);
for U2: comp2 use entity work.comp2(bhv);
for U3: comp3 use entity work.comp3(bhv);
for U4: comp4 use entity work.comp4(bhv);
end for;
    
```

**Configuration Specification :**  
 For each component instance,  
 Specify the selection of

- Entity declaration and
- Architecture body.

# Configuration Declaration (1)

The **configuration** of an **entity** is  
for a specific **architecture** specify

- *Default Configuration*
- *Component Configuration*
- *Block Configuration*



**configuration conf3** of **ee** is  
for **aa**

- *Default Configuration*
- *Component Configuration*
- *Block Configuration*

**end for**;  
**end conf1**;

*Component Configuration*

- *entity-architecture configuration*
- *low level configuration*

*A Configuration :*

*A Design Unit*

*compiled separately  
stored in a library*

*Recompilation*

*of the entire design can be avoided*

```
for U1: comp1 use entity work.entity_name(arch_name); end for;
```

```
for U1: comp1 use configuration work.ll_conf_name; end for;
```



# Configuration Declaration (2)

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Default Configuration**



```
configuration conf3 of ee is  
  for aa  
  end for;  
end conf1;
```

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Component Configuration**



```
configuration conf3 of ee is  
  for aa  
    for U1: comp1 * * * end for;  
    for U2: comp2 * * * end for;  
    for U3: comp3 * * * end for;  
    for U4: comp4 * * * end for;  
  end for;  
end conf1;
```

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Block Configuration**



```
configuration conf3 of ee is  
  for aa  
    for block/arch_name  
      • Component Configuration  
    end for;  
  end for;  
end conf1;
```

# Default Configuration (1)

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Default Configuration**



```
configuration conf3 of ee is  
  for aa  
  end for;  
end conf1;
```

The configuration of an **entity** is  
For a specific **architecture** specify

- **Component Configuration**
- **Block Configuration**



No Component Configuration  
No Block Configuration

Use Default Binding

**Default Configuration:**  
No specific configuration  
for any block or component



**Default Binding**

*last architecture compiled  
is used for an entity*

*Can be used for models that do not contain  
any blocks or components to configure*

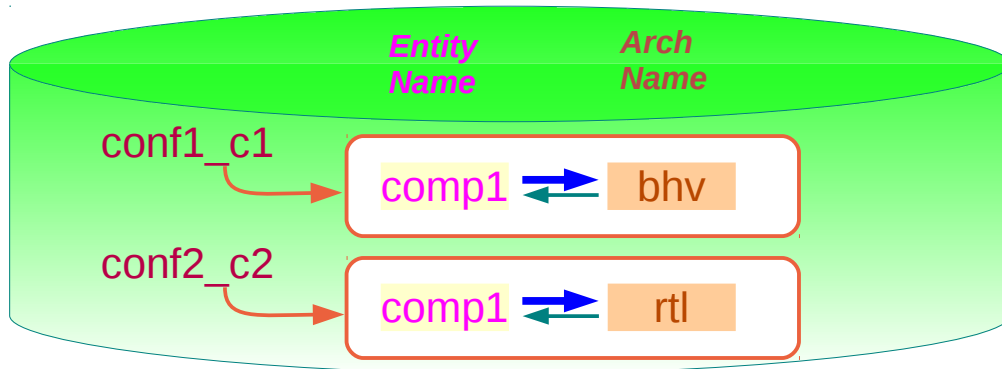
# Default Configuration (2)

```
entity comp1 is
  port ( );
end comp1;
```

default configurations  
of the entity comp1

```
architecture bhv of comp1 is
  ...
end comp1;
```

```
architecture rtl of comp1 is
  ...
end comp1;
```



## Default Binding

components in the *bhv* architecture  
of the *comp1* entity

components in the *rtl* architecture of  
the *comp1* entity

```
architecture aa of ee is
```

```
begin
```

*Component  
Name*

```
U1: comp1 port map ( );
U2: comp2 port map ( );
U3: comp3 port map ( );
U4: comp4 port map ( );
```

```
end aa;
```

```
configuration conf1_c1 of comp1 is
  for bhv
  end for;
end conf1_c1;
```

```
configuration conf2_c1 of comp1 is
  for rtl
  end for;
end conf2_c1;
```

# Component Configuration (1)

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Component Configuration**



**configuration conf3 of ee is**

```
for aa
  for U1: comp1 * * * end for;
  for U2: comp2 * * * end for;
  for U3: comp3 * * * end for;
  for U4: comp4 * * * end for;
end for;
end conf1;
```

*Component Configuration*

- *entity-architecture configuration*
- *low level configuration*

```
for U1: comp1 use entity work.entity_name(arch_name); end for;
```

```
for U1: comp1 use configuration work.ll_conf_name; end for;
```

# Component Configuration (2)

## Entity-Arch Configuration

	<i>Library Name</i>	<i>Entity Name</i>	<i>Arch Name</i>
configuration conf3 of ee is			
for aa			
for U1: comp1 use entity	work.comp1	work.comp1	end for;
for U2: comp2 use entity	work.comp2	work.comp2	end for;
for U3: comp3 use entity	work.comp3	work.comp3	end for;
for U4: comp4 use entity	work.comp4	work.comp4	end for;
end for;			
end conf1;			

## Low Level Configuration

	<i>Library Name</i>	<i>Conf Name</i>
configuration conf4 of ee is		
for aa		
for U1: comp1 use configuration	work.conf_c1	end for;
for U2: comp2 use configuration	work.conf_c2	end for;
for U3: comp3 use configuration	work.conf_c3	end for;
for U4: comp4 use configuration	work.conf_c4	end for;
end for;		
end conf1;		

# Entity – Architecture Configuration

## Component Declaration

```
component comp1 is
  port ( );
end comp1;

component comp2 is
  port ( );
end comp2;

component comp3 is
  port ( );
end comp3;

component comp4 is
  port ( );
end comp4;
```

architecture aa of ee is

begin

## Component Instantiation

```
U1: comp1 port map ( );
U2: comp2 port map ( );
U3: comp3 port map ( );
U4: comp4 port map ( );
```

end aa;

configuration conf\_ea of ee is

for aa

```
for U1: comp1 use entity work.comp1(bhv); end for;
for U2: comp2 use entity work.comp2(bhv); end for;
for U3: comp3 use entity work.comp3(bhv); end for;
for U4: comp4 use entity work.comp4(bhv); end for;
```

end for;

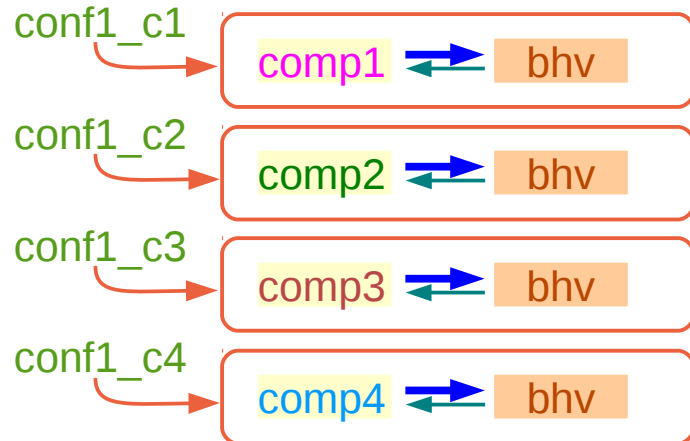
end conf\_ea;

Library Name	Entity Name	Arch Name
-----------------	----------------	--------------

# Low Level Configuration (1)

## Component Declaration

```
component comp1 is  
  port ( );  
end comp1;
```



```
architecture aa of ee is
```

```
begin
```

## Component Instantiation

```
U1: comp1 port map ( );  
U2: comp2 port map ( );  
U3: comp3 port map ( );  
U4: comp4 port map ( );
```

```
end aa;
```

```
configuration conf_ll of ee is
```

```
  for aa
```

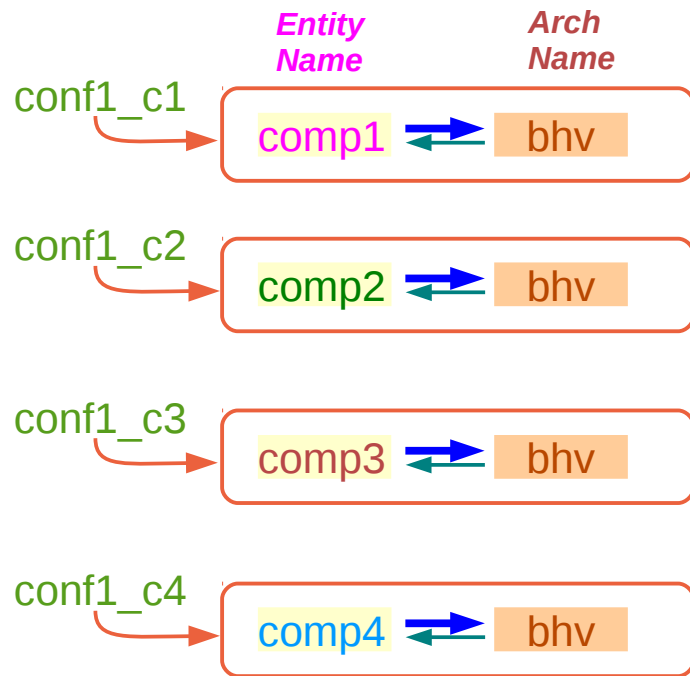
```
    for U1: comp1 use configuration work.conf1_c1; end for;  
    for U2: comp2 use configuration work.conf1_c2; end for;  
    for U3: comp3 use configuration work.conf1_c3; end for;  
    for U4: comp4 use configuration work.conf1_c4; end for;
```

```
  end for;
```

```
end conf_ll;
```

Library Name	Configuration Name
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# Low Level Configuration (2)



	<i>Configuration Name</i>	<i>Entity Name</i>
<i>Arc Name</i>	<b>configuration</b> conf1_c1 <b>of</b> comp1 <b>is</b>	
	<b>for</b> bhv <b>end for</b> ;	
	<b>end</b> conf1;	
<i>Arc Name</i>	<b>configuration</b> conf1_c2 <b>of</b> comp2 <b>is</b>	
	<b>for</b> bhv <b>end for</b> ;	
	<b>end</b> conf1;	
<i>Arc Name</i>	<b>configuration</b> conf1_c3 <b>of</b> comp3 <b>is</b>	
	<b>for</b> bhv <b>end for</b> ;	
	<b>end</b> conf1;	
<i>Arc Name</i>	<b>configuration</b> conf1_c4 <b>of</b> comp4 <b>is</b>	
	<b>for</b> bhv <b>end for</b> ;	
	<b>end</b> conf1;	

```

configuration conf_ll of ee is
  for aa
    for U1: comp1 use configuration work.conf1_c1; end for;
    for U2: comp2 use configuration work.conf1_c2; end for;
    for U3: comp3 use configuration work.conf1_c3; end for;
    for U4: comp4 use configuration work.conf1_c4; end for;
  end for;
end conf_ll;
  
```

<i>Library Name</i>	<i>Configuration Name</i>
work	conf1_c1
work	conf1_c2
work	conf1_c3
work	conf1_c4



# Block Configuration (1)

The **configuration** of an **entity** is  
for a specific **architecture** specify

- **Block Configuration**



**configuration conf3 of ee is**

**for aa**

**for** block/arch\_name

- **Component Configuration**

**end for;**

**end for;**

**end conf1;**

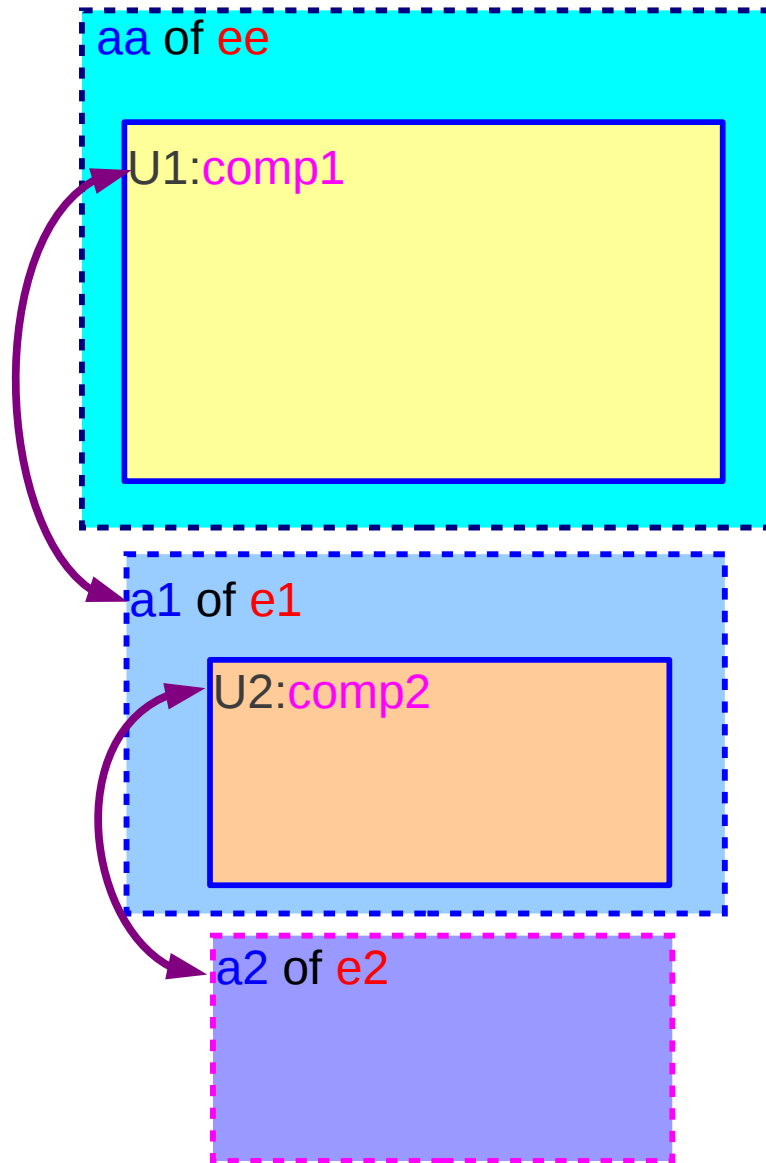
**Block configuration** is used, for **visibility** into an architecture or a block

**Component configuration** is used, for **binding** a component label to an actual component

A component configuration is possible only when an instance of that component has been made **visible** by the use of **nested block configurations**

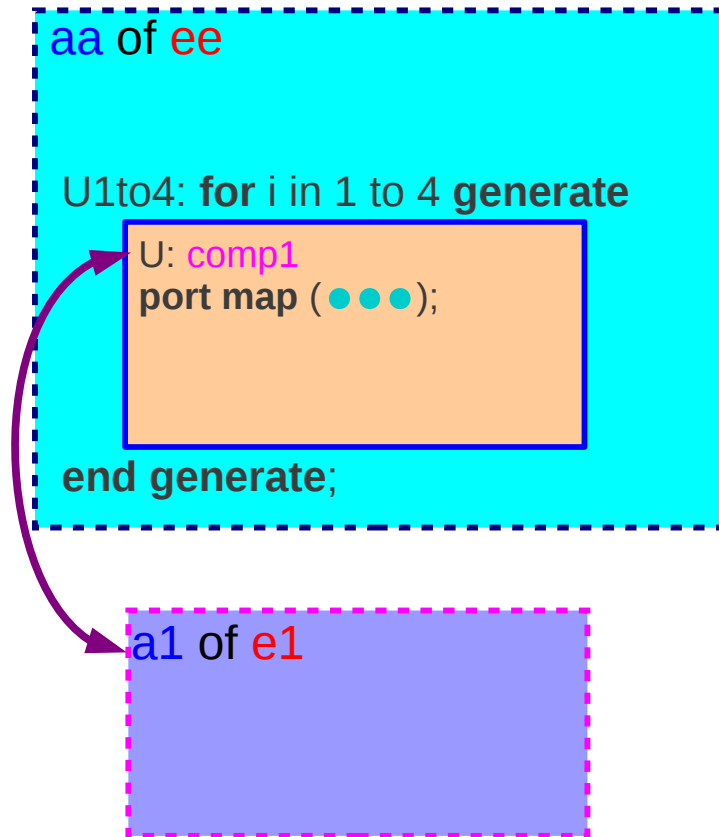
At each level of nesting, **block configurations** are needed to obtain the visibility of a component, and **component configurations** are needed to associate instances of components with actual components

# Block Configuration (2)



```
configuration conf of ee is
  for aa
    for U1: comp1
      use entity work.e1(a1);
      for a1 ← block configuration
        use entity work.e2(a2);
        for a2 ← block configuration
          ...
        end for;
      end for;
    end for;
  end for;
end conf;
```

# Block Configuration (3)

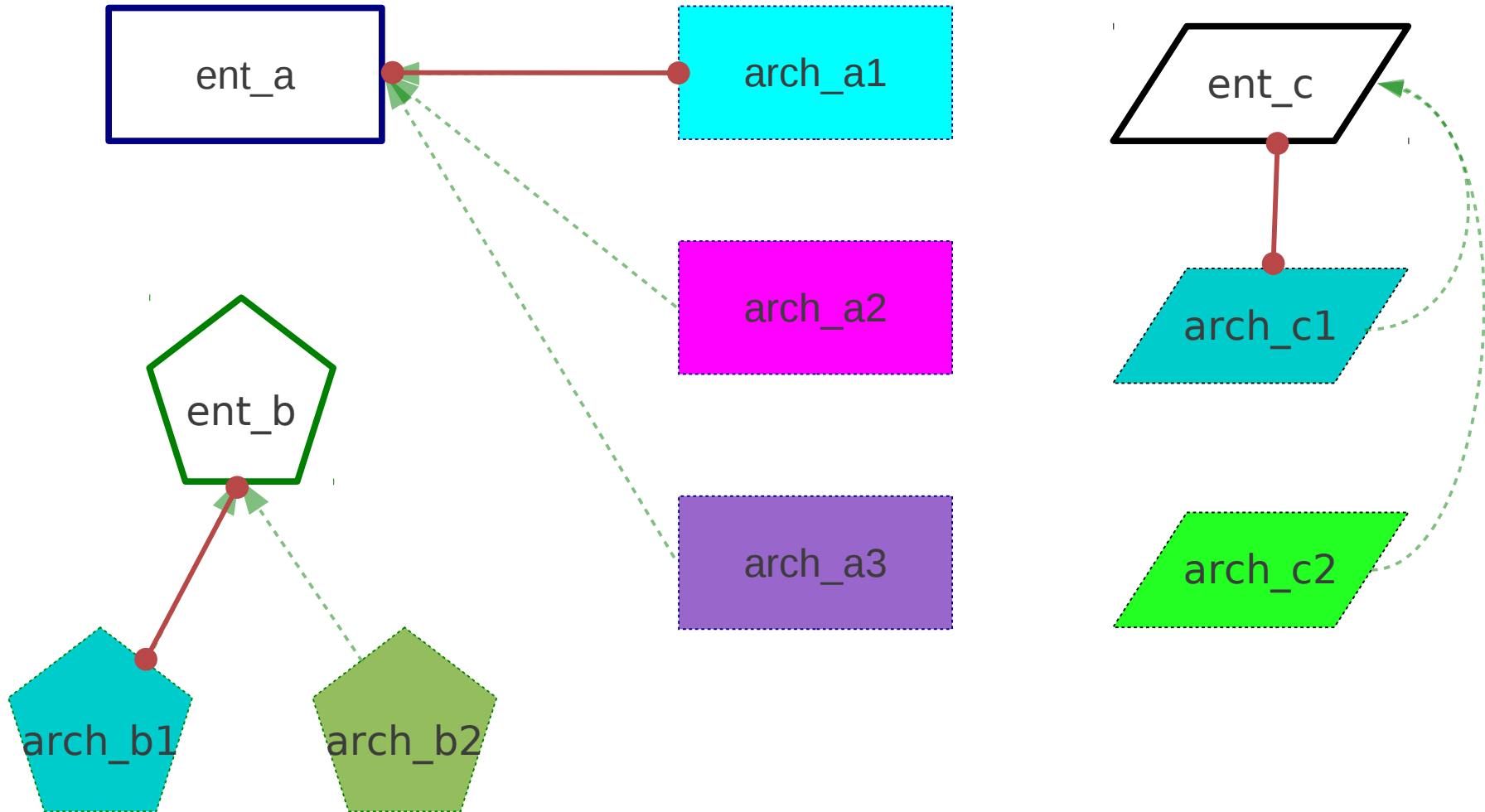


```
configuration conf of ee is
  for aa
    for U1to4 ← block configuration
      for U: comp1
        use entity work.e1(a1);
      end for;
    end for;
  end for;
end conf;
```

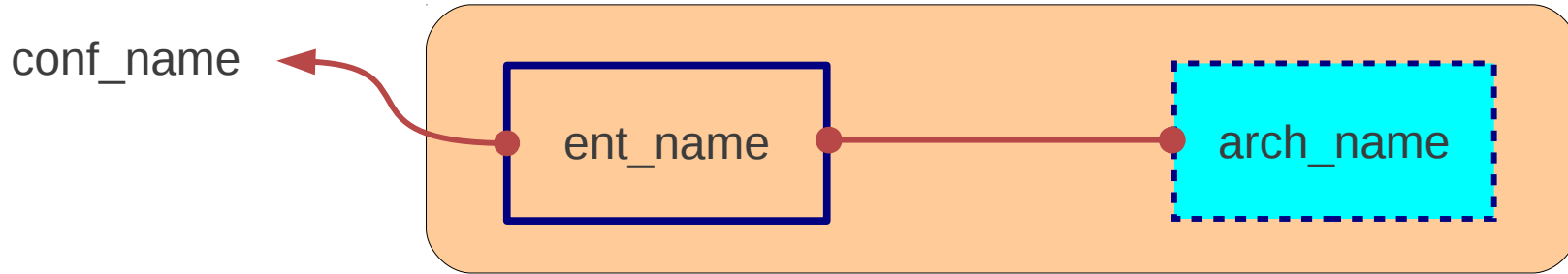
# Sequential Assignment (1)

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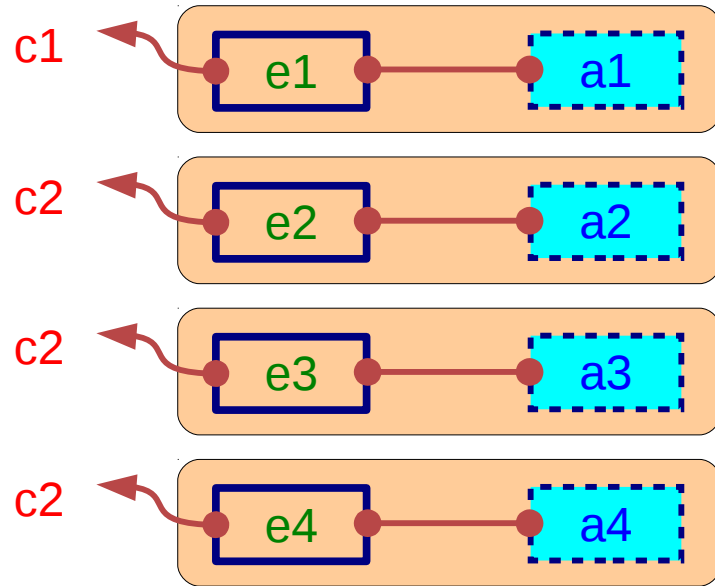
# Entity - Architecture Binding



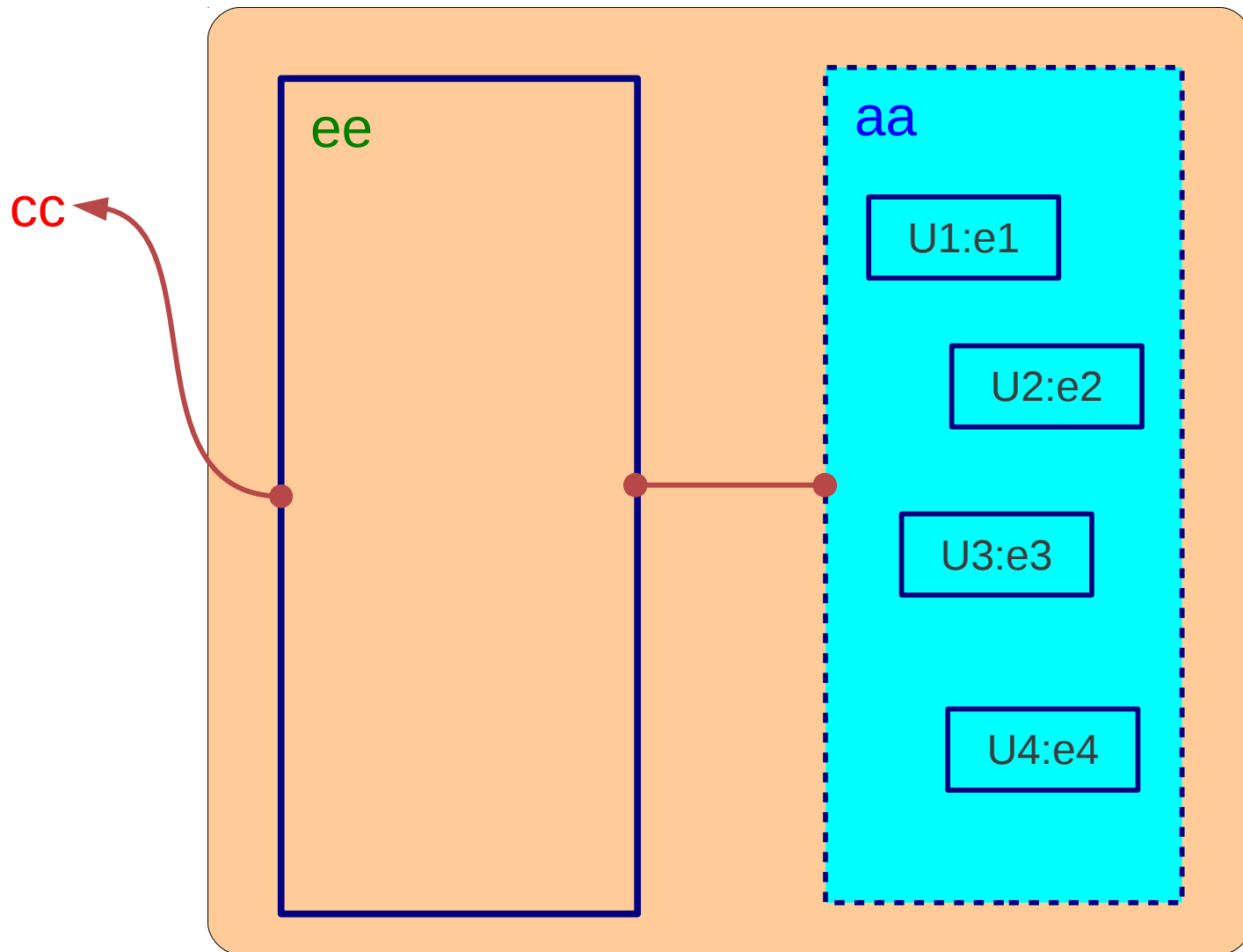
# Configuration



# Configuration

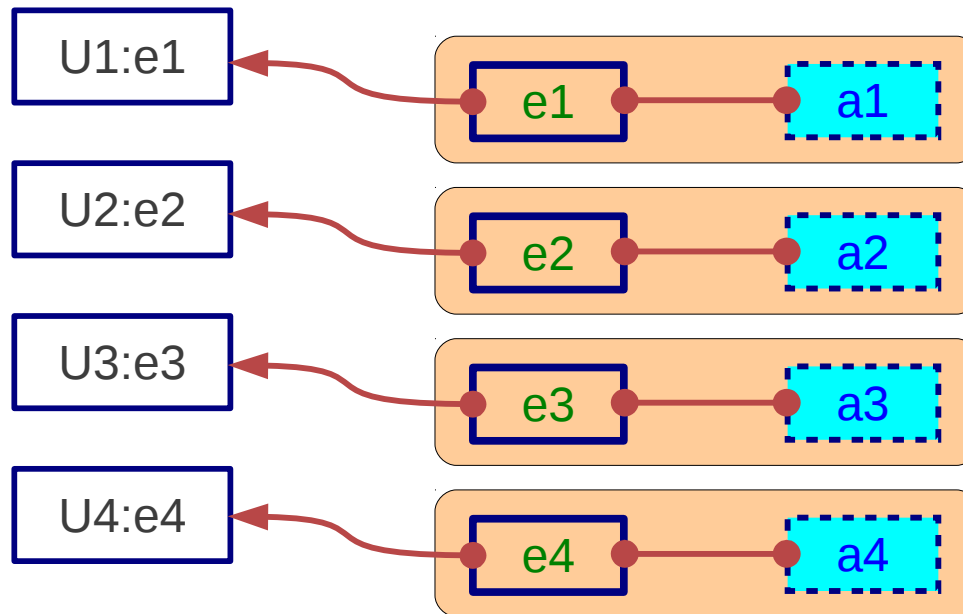


# Sequential Assignment (2)





# Sequential Assignment (2)



# Sequential Assignment (2)

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## References

- [1] <http://en.wikipedia.org/>
- [2] J. V. Spiegel, VHDL Tutorial,  
[http://www.seas.upenn.edu/~ese171/vhdl/vhdl\\_primer.html](http://www.seas.upenn.edu/~ese171/vhdl/vhdl_primer.html)
- [3] J. R. Armstrong, F. G. Gray, Structured Logic Design with VHDL
- [4] Z. Navabi, VHDL Analysis and Modeling of Digital Systems
- [5] D. Smith, HDL Chip Design
- [6] <http://www.csee.umbc.edu/portal/help/VHDL/stdpkg.html>
- [7] VHDL Tutorial - VHDL online [www.vhdl-online.de/tutorial/](http://www.vhdl-online.de/tutorial/)