

Hardware Modeling [VU] (191.011)

– WS25 –

Block Statements

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- Concurrent statement (like processes, instantiations, concurrent signal assignments, etc.)
- Blocks group concurrent statements
- Restrict scope of objects (e.g., signals) within an architecture
- Can be viewed as “inline module” or “module light” (combined module declaration and instantiation)
- Can be loosely compared to inner (nested) classes in e.g., Java

Block Statement - Syntax

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Blocks

Introduction

Syntax

Example

Block Header

■ Block syntax

```
BLOCK_LABEL : block[ ( guard_condition ) ] [ is ]  
    block_header  
    block_declarative_part  
begin  
    block_statement_part  
end block;
```

■ Label is **not** optional!

■ Optional guard condition (not covered in this course)

■ Optional block header: explicit block interface specification

■ Declarative/statement part

- can contain the same objects as in the respective parts of architectures → blocks can be nested
- cannot be accessed from outside the block
- can access objects from outer scope

Block Statement - Example

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Block Header

```
1 architecture arch of demo is
2   signal a, b, cin : std_ulogic;
3   signal cout, sum : std_ulogic;
4 begin
5   full_adder : block
6     signal x, y, z : std_ulogic;
7     begin
8       x <= a xor b;
9       y <= a and b;
10      sum <= cin xor x;
11      z <= cin and x;
12      cout <= y or z;
13    end block;
14
15    -- do something with a, b, etc.
16    some_logic: process(all)
17      [...]
18 end architecture;
```

Note

The process `some_logic` **cannot** access the signals `x`, `y` and `z`.

Block Header

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Block Header

- Defines an explicit interface to a block

- Block header syntax

```
block_header ::=  
    [ generic ([...]); [ generic map ([...]); ] ]  
    [ port ([...]); [ port map ([...]); ] ]
```

- Everything is optional
 - Port/generic map clause only valid if a port/generic clause is present
 - If port/generic map clauses are omitted the respective port/generic clause must have default values
- Block header does not prevent the block from accessing objects from the outer scope

Block Header - Example

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Block Header

```
1 architecture arch2 of demo is
2   signal i1, i2, i3, o1, o2 : std_ulogic;
3 begin
4   full_adder : block
5     port (
6       a, b, cin : in std_ulogic;
7       sum, cout : out std_ulogic
8     );
9     port map (
10      a => i1, b => i2, cin => i3,
11      cout => o1, sum => o2
12    );
13    signal x, y, z : std_ulogic;
14    begin
15      x <= a xor b; y <= a and b;
16      z <= cin and x;
17      cout <= y or z; sum <= cin xor x;
18    end block;
19    [...]
20 end architecture;
```

Note

Block is now self-contained. We no longer need to directly access signals from the architecture.

Note

Trivial to move the block into a separate module (entity / architecture).

Lecture Complete!