

第三次實驗報告

題目：

Adders, Subtractors, and Multipliers

姓名：黃子軒

學號：310581003

繳交日期：111 年 10 月 31 日

1. 實驗目的

透過本次實驗，除了熟悉如何撰寫 verilog 並實現於 FPGA 板，且試著熟悉對 clock 除頻以達到自記所需的 clock rate，更學習如何實現加法器、乘法器，並運用加法器、乘法器組合出日常生活中常見的計算機。

2. 實驗程式碼

```
module Lab3_part6(KEY, SW, LEDR, HEX0, HEX1, HEX2, HEX3);

input [3:0] KEY;

input [9:0] SW;

output [9:0] LEDR;

output [6:0] HEX0, HEX1, HEX2, HEX3;

wire [7:0] out1, out2, A, B, C, D;

wire [15:0] m1, m2, SUM, display;

wire carry;

give_value gv(KEY[0], KEY[1], KEY[2], SW[9:0], A, B, C, D);

Multiplier_8bit M_1(A, B, m1);

Multiplier_8bit M_2(C, D, m2);

Full_adder_8bit FA_1(0,

                    m1[0], m1[1], m1[2], m1[3], m1[4], m1[5], m1[6], m1[7],

                    m2[0], m2[1], m2[2], m2[3], m2[4], m2[5], m2[6], m2[7],

                    SUM[0], SUM[1], SUM[2], SUM[3], SUM[4], SUM[5], SUM[6], SUM[7],

                    carry);

Full_adder_8bit FA_2(carry,

                    m1[8], m1[9], m1[10], m1[11], m1[12], m1[13], m1[14], m1[15],

                    m2[8], m2[9], m2[10], m2[11], m2[12], m2[13], m2[14], m2[15],

                    SUM[8], SUM[9], SUM[10], SUM[11], SUM[12], SUM[13], SUM[14],

                    SUM[15], LEDR[9]);
```

```
display d(KEY[3], SW[8], A, B, C, D, SUM, display);
```

```
seven_segment s1(display[15:12],HEX3);
```

```
seven_segment s2(display[11:8],HEX2);
```

```
seven_segment s3(display[7:4],HEX1);
```

```
seven_segment s4(display[3:0],HEX0);
```

```
endmodule
```

```
module Multiplier_8bit(a, b, p);
```

```
    input [7:0] a, b;
```

```
    output [15:0] p;
```

```
    wire A01, A02, A03, A04, A05, A06, A07, A08,
```

```
        A11, A12, A13, A14, A15, A16, A17, A18,
```

```
        A21, A22, A23, A24, A25, A26, A27, A28,
```

```
        A31, A32, A33, A34, A35, A36, A37, A38,
```

```
        A41, A42, A43, A44, A45, A46, A47, A48,
```

```
        A51, A52, A53, A54, A55, A56, A57, A58;
```

```
    assign p[0] = a[0]&b[0];
```

```
    Full_adder_8bit FA0(0,
```

```
        a[1]&b[0], a[2]&b[0], a[3]&b[0], a[4]&b[0], a[5]&b[0], a[6]&b[0],  
a[7]&b[0], 0,
```

a[6]&b[1], a[7]&b[1],
a[0]&b[1], a[1]&b[1], a[2]&b[1], a[3]&b[1], a[4]&b[1], a[5]&b[1],
p[1], A01, A02, A03, A04, A05, A06, A07, A08);

Full_adder_8bit FA1(0,
A01, A02, A03, A04, A05, A06, A07, A08,
a[0]&b[2], a[1]&b[2], a[2]&b[2], a[3]&b[2], a[4]&b[2], a[5]&b[2],
a[6]&b[2], a[7]&b[2],
p[2], A11, A12, A13, A14, A15, A16, A17, A18);

Full_adder_8bit FA2(0,
A11, A12, A13, A14, A15, A16, A17, A18,
a[0]&b[3], a[1]&b[3], a[2]&b[3], a[3]&b[3], a[4]&b[3], a[5]&b[3],
a[6]&b[3], a[7]&b[3],
p[3], A21, A22, A23, A24, A25, A26, A27, A28);

Full_adder_8bit FA3(0,
A21, A22, A23, A24, A25, A26, A27, A28,
a[0]&b[4], a[1]&b[4], a[2]&b[4], a[3]&b[4], a[4]&b[4], a[5]&b[4],
a[6]&b[4], a[7]&b[4],
p[4], A31, A32, A33, A34, A35, A36, A37, A38);

Full_adder_8bit FA4(0,
A31, A32, A33, A34, A35, A36, A37, A38,
a[0]&b[5], a[1]&b[5], a[2]&b[5], a[3]&b[5], a[4]&b[5], a[5]&b[5],
a[6]&b[5], a[7]&b[5],
p[5], A41, A42, A43, A44, A45, A46, A47, A48);

Full_adder_8bit FA5(0,

```

        A41, A42, A43, A44, A45, A46, A47, A48,
        a[0]&b[6], a[1]&b[6], a[2]&b[6], a[3]&b[6], a[4]&b[6], a[5]&b[6],
a[6]&b[6], a[7]&b[6],
        p[6], A51, A52, A53, A54, A55, A56, A57, A58);

```

```

Full_adder_8bit FA6(0,
        A51, A52, A53, A54, A55, A56, A57, A58,
        a[0]&b[7], a[1]&b[7], a[2]&b[7], a[3]&b[7], a[4]&b[7], a[5]&b[7],
a[6]&b[7], a[7]&b[7],
        p[7], p[8], p[9], p[10], p[11], p[12], p[13], p[14], p[15]);

endmodule

```

```

module Full_adder_8bit(cin,
        a0, a1, a2, a3, a4, a5, a6, a7,
        b0, b1, b2, b3, b4, b5, b6, b7,
        p0, p1, p2, p3, p4, p5, p6, p7, cout);

```

```

    input cin, a0, a1, a2, a3, a4, a5, a6, a7,
           b0, b1, b2, b3, b4, b5, b6, b7;
    output p0, p1, p2, p3, p4, p5, p6, p7, cout;
    wire c1, c2, c3, c4, c5, c6, c7, cin;

```

```

    Full_adder FA1(c1, p0, a0, b0, cin);
    Full_adder FA2(c2, p1, a1, b1, c1);
    Full_adder FA3(c3, p2, a2, b2, c2);
    Full_adder FA4(c4, p3, a3, b3, c3);
    Full_adder FA5(c5, p4, a4, b4, c4);

```

```

Full_adder FA6(c6, p5, a5, b5, c5);

Full_adder FA7(c7, p6, a6, b6, c6);

Full_adder FA8(cout, p7, a7, b7, c7);

endmodule

```

```

module Full_adder(co, s, a, b, ci);

input a, b, ci;

output co, s;

wire d;

assign d=a^b;

assign s=ci^d;

assign co=(~d&b)|(d&ci);

endmodule

```

```

module give_value(KEY0, KEY1, KEY2, SW, A, B, C, D);

input KEY0, KEY1, KEY2;

input [9:0]SW;

output reg [7:0] A, B, C, D;

always @(negedge KEY1 or negedge KEY0)

begin

    if (KEY0==0)

        begin

            A<=0;

            B<=0;

```

```

    C<=0;

    D<=0;

    end

else if (SW[9]==1)

begin

    if (SW[8]==0)

        begin

            if (KEY2==1)

                begin

                    A<=SW[7:0];

                end

            else

                begin

                    B<=SW[7:0];

                end

            end

        end

    end

end

else

begin

    if (KEY2==1)

        begin

            C<=SW[7:0];

        end

    else

        begin

            D<=SW[7:0];

        end

    end

end

```

end

end

end

endmodule

```
module display(KEY3, SW, A, B, C, D, SUM, display);
```

```
    input KEY3, SW;
```

```
    input [7:0] A, B, C, D;
```

```
    input [15:0] SUM;
```

```
    output reg [15:0] display;
```

```
    always @(KEY3 or SW)
```

```
    begin
```

```
        if (KEY3==0)
```

```
            display<=SUM;
```

```
        else
```

```
            begin
```

```
                if (SW==0)
```

```
                    begin
```

```
                        display[15:8]<=A;
```

```
                        display[7:0]<=B;
```

```
                    end
```

```
                else
```

```
                    begin
```

```
                        display[15:8]<=C;
```

```
                        display[7:0]<=D;
```



```

        end

    end

end

endmodule


module seven_segment(in,HEX);

    input [3:0] in;

    output wire [6:0] HEX;


    assign HEX[0]=(~in[3]&in[2]&~in[0])|(~in[3]&~in[2]&~in[1]&in[0]);

    assign
    HEX[1]=(~in[3]&in[2]&~in[1]&in[0])|(in[3]&in[2]&in[1])|(in[3]&~in[0]&in[2])|(in[2]&in[1]&~in[0]);

    assign HEX[2]=(in[3]&in[2]&~in[0])|(in[3]&in[2]&in[1])|(~in[3]&~in[2]&in[1]&~in[0]);

    assign
    HEX[3]=(in[3]&~in[2]&in[1]&~in[0])|(~in[3]&in[2]&~in[1]&~in[0])|(~in[2]&~in[1]&in[0])|(in[2]&in[1]&
in[0]);

    assign HEX[4]=(~in[2]&~in[1]&in[0])|(~in[3]&in[0])|(~in[3]&in[2]&~in[1]);

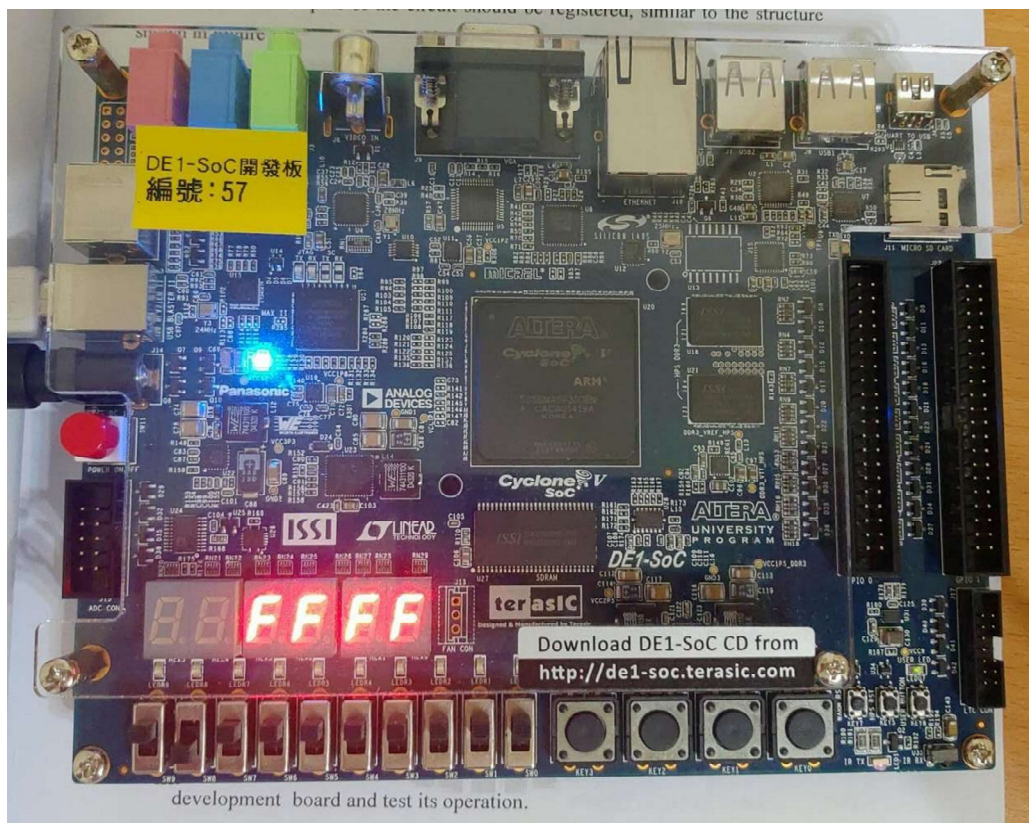
    assign HEX[5]=(~in[3]&~in[2]&in[0])|(~in[3]&~in[2]&in[1])|(~in[3]&in[1]&in[0]);

    assign HEX[6]=(~in[3]&in[2]&in[1]&in[0])|(in[3]&in[2]&~in[1])|(~in[3]&~in[2]&~in[1]);

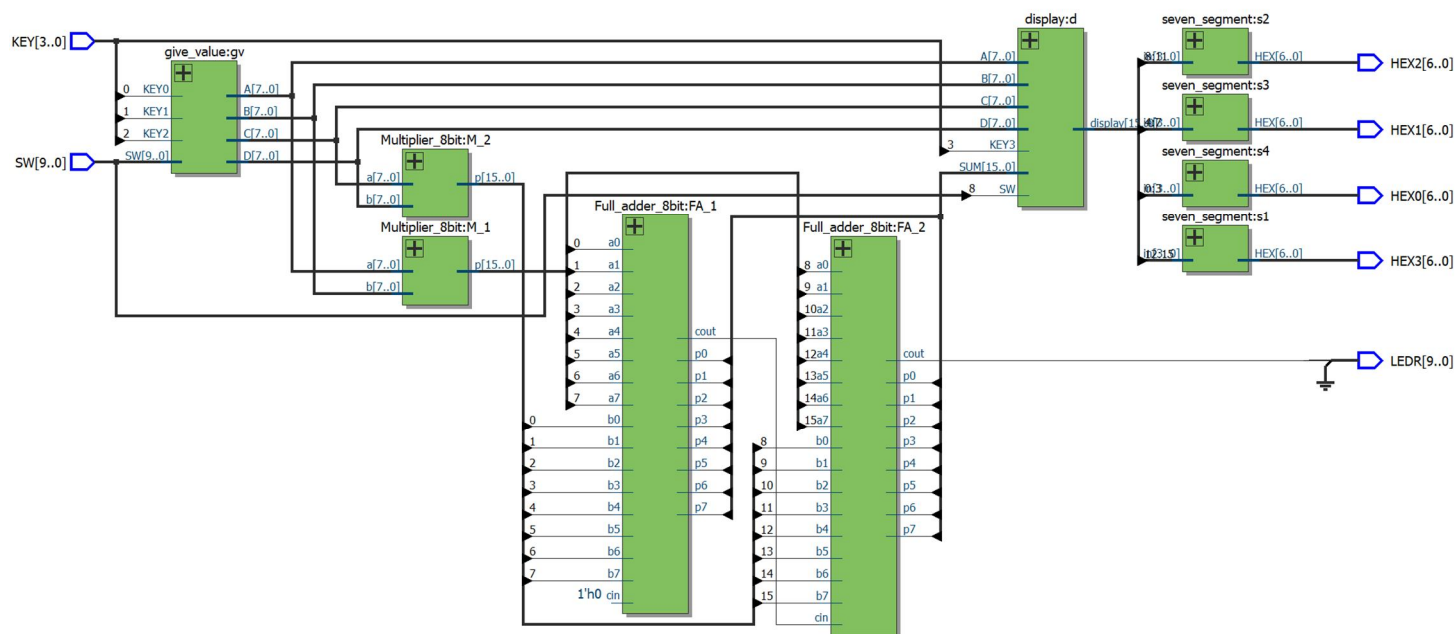
endmodule

```

3. 實驗結果照片 (optional)



4. RTL 佈局(optional)



5.問題與討論

經過本次實驗，讓我對加法器與乘法器的架構與應用更熟悉，受益良多！