

Instituto Politécnico Nacional  
Escuela Superior de Computo



### **Práctica 4.**

### **Sumador/Restador de 4 bits con acarreo en cascada.**

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## Código VHDL del Sumador / Restador.

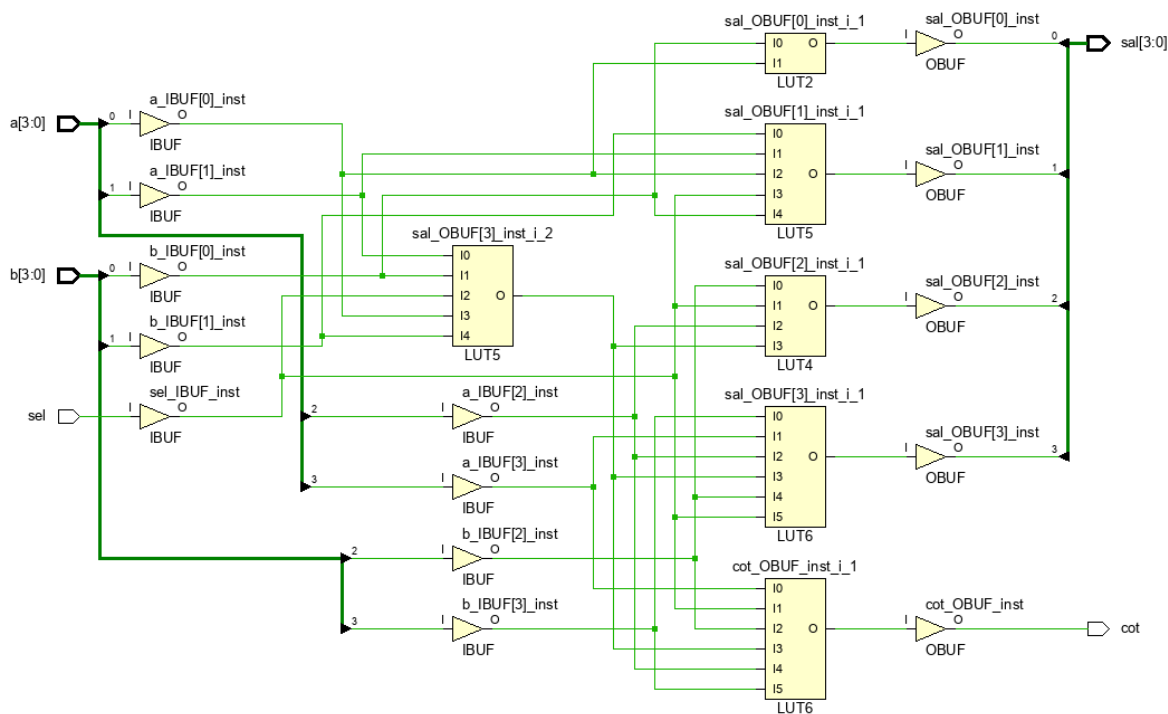
```
1. library IEEE;
2. use IEEE.STD_LOGIC_1164.ALL;
3.
4. entity SumadorRes is
5.     Port ( a,b : in STD_LOGIC_VECTOR (3 downto 0);
6.           sel : in STD_LOGIC;
7.           sal : out STD_LOGIC_VECTOR (3 downto 0);
8.           cot : out STD_LOGIC);
9. end SumadorRes;
10.
11.     architecture Behavioral of SumadorRes is
12.
13.         signal EB:std_logic_vector(3 downto 0);
14.         signal c:std_logic_vector(4 downto 0);
15.
16.         begin
17.
18.             c(0)<=sel;
19.
20.             bucle : for i in 0 to 3 generate
21.                 EB(i)<=b(i) xor c(0);
22.                 sal(i)<=a(i) xor EB(i) xor c(i);
23.                 c(i+1)<=(a(i) and EB(i)) or (a(i) and c(i)) or (
24.                     EB(i) and c(i));
25.             end generate;
26.             cot<=c(4);
27.         end Behavioral;
```

## Código VHDL Test-Bench del Simulador / Restador.

```
1. library IEEE;
2. use IEEE.STD_LOGIC_1164.ALL;
3.
4. entity SumadorTB is
5. -- Port ( );
6. end SumadorTB;
7.
8. architecture Behavioral of SumadorTB is
9.
10.     component SumadorRes is
11.         Port ( a,b : in STD_LOGIC_VECTOR (3 downto 0);
12.               sel : in STD_LOGIC;
13.               sal : out STD_LOGIC_VECTOR (3 downto 0);
14.               cot : out STD_LOGIC);
15.     end component;
16.
17.
18.         signal a,b : STD_LOGIC_VECTOR (3 downto 0);
19.         signal sel : STD_LOGIC;
20.         signal sal : STD_LOGIC_VECTOR (3 downto 0);
21.         signal cot : STD_LOGIC;
22.
23.     begin
24.         mapeo: SumadorRes
25.             Port map( a=>a,
26.                       b=>b,
27.                       sel=>sel,
28.                       sal=>sal,
29.                       cot=>cot);
30.
31.         process
32.         begin
33.             a<="0110";
34.             b<="0111";
35.             sel<='0';
36.             wait for 20 ns;
37.             a<="0110";
38.             b<="1001";
39.             sel<='0';
40.             wait for 20 ns;
41.             a<="0100";
42.             b<="1001";
43.             sel<='0';
44.             wait for 20 ns;
45.             a<="1111";
46.             b<="0001";
47.             sel<='1';
48.             wait for 20 ns;
```

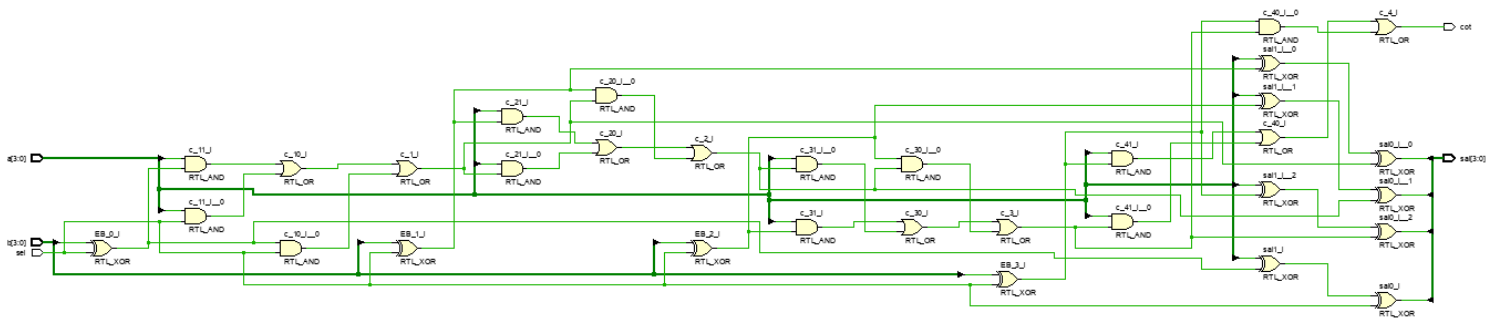
```
49.         a<="0011";
50.         b<="1010";
51.         sel<='0';
52.         wait for 20 ns;
53.         a<="1100";
54.         b<="0101";
55.         sel<='1';
56.         wait for 20 ns;
57.         a<="1110";
58.         b<="1000";
59.         sel<='1';
60.         wait for 20 ns;
61.         a<="1010";
62.         b<="0110";
63.         sel<='1';
64.         wait for 20 ns;
65.         a<="1001";
66.         b<="0100";
67.         sel<='1';
68.         wait;
69.     end process;
70.
71. end Behavioral;
```

## Diagrama RTL.



**Figura 1.** Circuito esquemático del Sumador / Restador.

## Diagrama RTL.



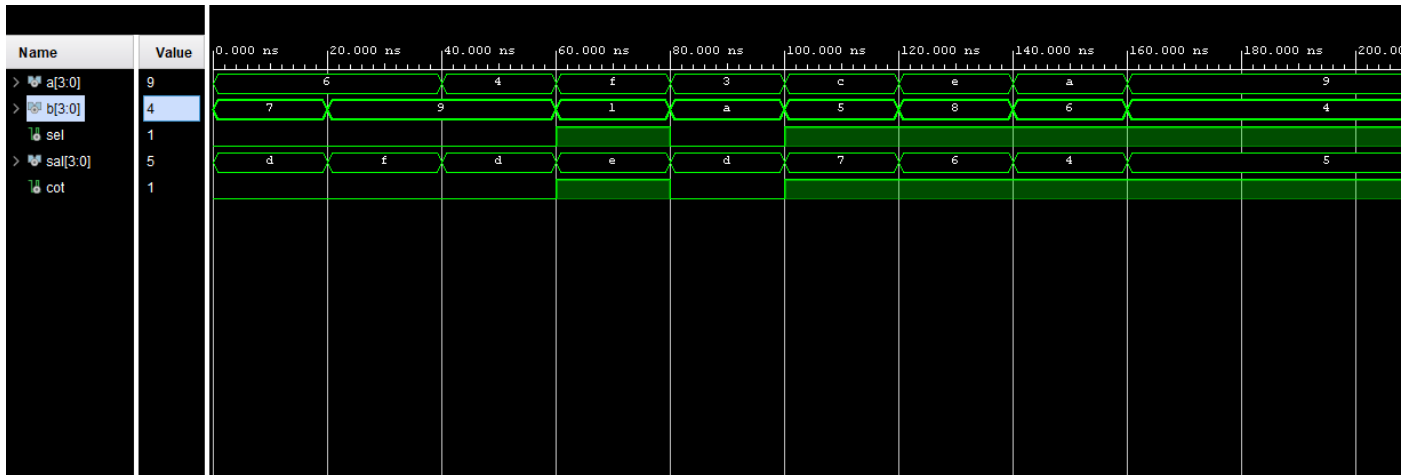
**Figura 1.1.** Circuito lógico del Sumador / Restador.

Tabla de Resultados.

Operación	A	B	S	Cout
<b>Suma</b>	6	7	0	d
<b>Suma</b>	6	9	0	f
<b>Suma</b>	4	9	0	d
<b>Resta</b>	15	1	1	e
<b>Suma</b>	3	10	0	d
<b>Resta</b>	12	5	1	7
<b>Resta</b>	14	8	1	6
<b>Resta</b>	10	6	1	4
<b>Resta</b>	9	4	1	5

**Tabla 1.** Resultados de la simulación del Sumador / Restador.

## Diagrama de Onda del Sumador / Restador.



**Figura 2.** Simulación del Test-Bench del Sumador / Restador.