

## Homework 1:

```
huugiap@ictc-eda-ldap:~/06_ss6/full_adder_2b/sim$ cd ../rtl/
huugiap@ictc-eda-ldap:~/06_ss6/full_adder_2b/rtl$ vi full_adder_2b.v
huugiap@ictc-eda-ldap:~/06_ss6/full_adder_2b/rtl$ cat full_adder_2b.v

module full_adder_2b (
    input wire [1:0] a,
    input wire [1:0] b,
    output wire [1:0] sum,
    output wire carry
);

wire c1;

full_adder fa0 (
    .a(a[0]),
    .b(b[0]),
    .c(1'b0),
    .sum(sum[0]),
    .carry(c1)
);

full_adder fa1 (
    .a(a[1]),
    .b(b[1]),
    .c(c1),
    .sum(sum[1]),
    .carry(carry)
);

endmodule
```

```
huugiap@ictc-eda-ldap:~/06_ss6/full_adder_2b/sim$ make build
vlib work
** Warning: (vlib-34) Library already exists at "work".
Errors: 0, Warnings: 1
vmap work work
Questa Intel Starter FPGA Edition-64 vmap 2023.3 Lib Mapping Utility 2023.07 Jul 17 2023
vmap work work
Modifying modelsim.ini
vlog -f compile.f | tee compile.log
Questa Intel Starter FPGA Edition-64 vlog 2023.3 Compiler 2023.07 Jul 17 2023
Start time: 07:35:13 on Mar 23,2025
vlog -f compile.f
-- Compiling module half_adder
-- Compiling module full_adder
-- Compiling module full_adder_2b
-- Compiling module test_bench

Top level modules:
    test_bench
End time: 07:35:13 on Mar 23,2025, Elapsed time: 0:00:00
Errors: 0, Warnings: 0
```

```
huugiapi@ctc-eda-ldap:~/06_ss6/full_adder_2b/sim$ make run
vsim -debugDB -l test_adder.log -voptargs="+acc" -assertdebug -c test_bench -do "log -r /*;run -all;"
Reading pref.tcl

# 2023.3

# vsim -debugDB -l test_adder.log -voptargs="+acc" -assertdebug -c test_bench -do "log -r /*;run -all;"
# Start time: 07:35:16 on Mar 23,2025
# ** Note: (vsim-3812) Design is being optimized...
# ** Note: (vsim-8611) Generating debug db.
# ** Warning: (vopt-18587) Some optimizations are turned off because the +acc switch is in effect. This will cause your simulation to run slowly. Please use -access/-debug to maintain needed visibility.
# ** Note: (vsim-12126) Error and warning message counts have been restored: Errors=0, Warnings=1.
# // Questa Intel Starter FPGA Edition-64
# // Version 2023.3 linux_x86_64 Jul 17 2023
# //
# // Copyright 1991-2023 Mentor Graphics Corporation
# // All Rights Reserved.
# //
# // QuestaSim and its associated documentation contain trade
# // secrets and commercial or financial information that are the property of
# // Mentor Graphics Corporation and are privileged, confidential,
# // and exempt from disclosure under the Freedom of Information Act,
# // 5 U.S.C. Section 552. Furthermore, this information
# // is prohibited from disclosure under the Trade Secrets Act,
# // 18 U.S.C. Section 1905.
# //
# Loading work.test_bench(fast)
# Loading work.full_adder_2b(fast)
# Loading work.full_adder(fast)
# Loading work.half_adder(fast)
# ** Note: (vsim-8900) Creating design debug database vsim.dbg.
# log -r /*
# run -all
# =====
# Case: 0 a = 3, b = 2 =====
# =====
# Exp: 5 Actual: 5
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case: 1 a = 2, b = 1 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
```

```
# Exp: 3 Actual: 3
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 2 a = 0, b = 2 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 3 a = 0, b = 0 =====
# =====
# Exp: 0 Actual: 0
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 4 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 5 a = 2, b = 1 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 6 a = 0, b = 1 =====
# =====
# Exp: 1 Actual: 1
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 7 a = 1, b = 3 =====
# =====
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# Case: 8 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
```

```
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case: 9 a = 2, b = 3 =====
# =====
# Exp: 5 Actual: 5
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:10 a = 0, b = 0 =====
# =====
# Exp: 0 Actual: 0
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:11 a = 2, b = 3 =====
# =====
# Exp: 5 Actual: 5
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:12 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:13 a = 2, b = 1 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:14 a = 3, b = 0 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:15 a = 2, b = 2 =====
# =====
```

```
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:16 a = 1, b = 1
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:17 a = 2, b = 0
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:18 a = 0, b = 2
# =====
# Exp: 2 Actual: 2
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:19 a = 1, b = 3
# =====
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:20 a = 3, b = 2
# =====
# Exp: 5 Actual: 5
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:21 a = 0, b = 3
# =====
# Exp: 3 Actual: 3
# >>>>>>>>> PASS <<<<<<<<<<<<
#
# =====
# Case:22 a = 3, b = 1
# =====
```

```
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:25 a = 1, b = 0 =====
# =====
# Exp: 1 Actual: 1
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:26 a = 2, b = 2 =====
# =====
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:27 a = 1, b = 2 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:28 a = 3, b = 0 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:29 a = 3, b = 2 =====
# =====
# Exp: 5 Actual: 5
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:30 a = 2, b = 2 =====
# =====
# Exp: 4 Actual: 4
# >>>>>>>>> PASS <<<<<<<<<<<
#
# =====
# ==== Case:31 a = 1, b = 3 =====
# =====
```

```
# Exp: 4 Actual: 4  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:32 a = 1, b = 3  
# =====  
#  
# Exp: 4 Actual: 4  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:33 a = 3, b = 2  
# =====  
#  
# Exp: 5 Actual: 5  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:34 a = 0, b = 3  
# =====  
#  
# Exp: 3 Actual: 3  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:35 a = 2, b = 1  
# =====  
#  
# Exp: 3 Actual: 3  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:36 a = 3, b = 3  
# =====  
#  
# Exp: 6 Actual: 6  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:37 a = 1, b = 0  
# =====  
#  
# Exp: 1 Actual: 1  
# >>>>>>> PASS <<<<<<<<<  
#  
# =====  
# Case:38 a = 2, b = 1
```

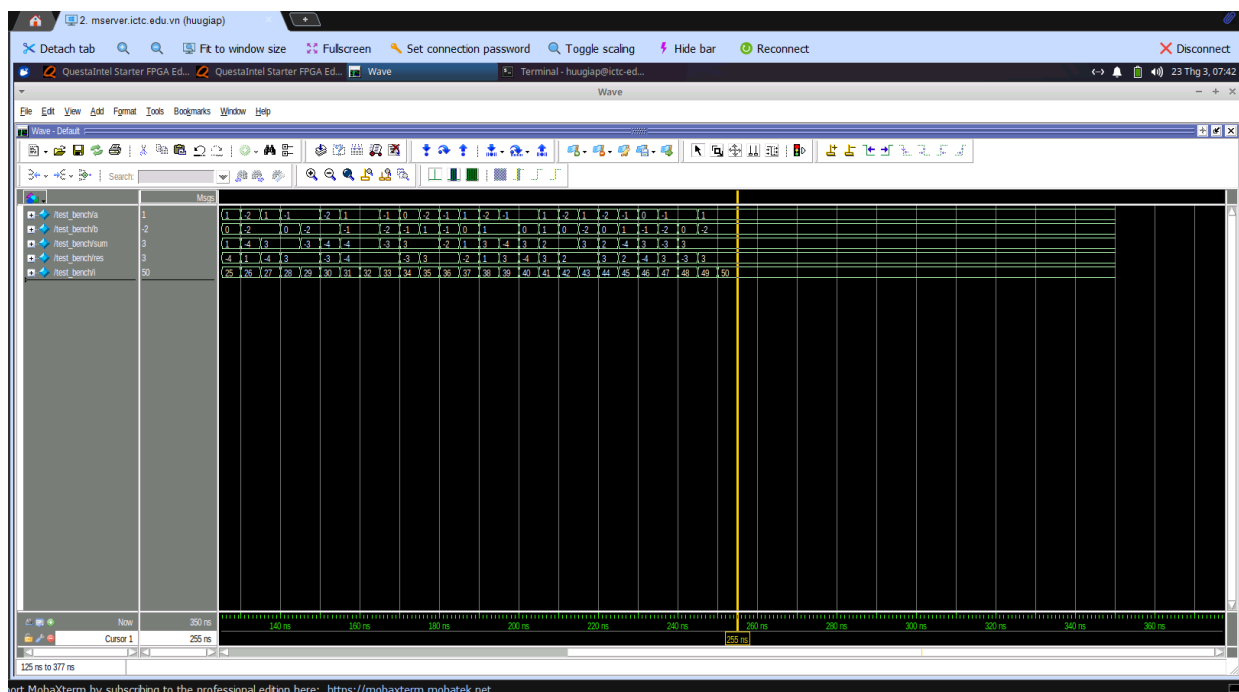
```
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:39 a = 3, b = 1 =====
# =====
# Exp: 4 Actual: 4
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:40 a = 3, b = 0 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:41 a = 1, b = 1 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:42 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:43 a = 1, b = 2 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:44 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# Case:45 a = 3, b = 1 =====
# =====
```



```

# ==== Case:44 a = 2, b = 0 =====
# =====
# Exp: 2 Actual: 2
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# ==== Case:45 a = 3, b = 1 =====
# =====
# Exp: 4 Actual: 4
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# ==== Case:46 a = 0, b = 3 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# ==== Case:47 a = 3, b = 2 =====
# =====
# Exp: 5 Actual: 5
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# ==== Case:48 a = 3, b = 0 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# =====
# ==== Case:49 a = 1, b = 2 =====
# =====
# Exp: 3 Actual: 3
# >>>>>>>> PASS <<<<<<<<<<
#
# ** Note: $finish : ../tb/test_bench.v(29)
# Time: 350 ns Iteration: 0 Instance: /test_bench
# End time: 07:35:17 on Mar 23,2025, Elapsed time: 0:00:01
# Errors: 0, Warnings: 1

```



## Homework 2:

```
huugiap@ictc-eda-ldap:~/06_ss6/full_adder_16b/rtl$ cat full_adder_16b.v
module full_adder_16b (
    input wire [15:0] a,
    input wire [15:0] b,
    output wire [15:0] sum,
    output wire carry
);

    wire [15:0] c;

    full_adder FA0 (
        .a(a[0]),
        .b(b[0]),
        .c(1'b0),
        .sum(sum[0]),
        .carry(c[0])
    );

    genvar i;
    generate
        for (i = 1; i < 16; i = i + 1) begin : adder_chain
            full_adder FA (
                .a(a[i]),
                .b(b[i]),
                .c(c[i-1]),
                .sum(sum[i]),
                .carry(c[i])
            );
        end
    endgenerate

    assign carry = c[15];

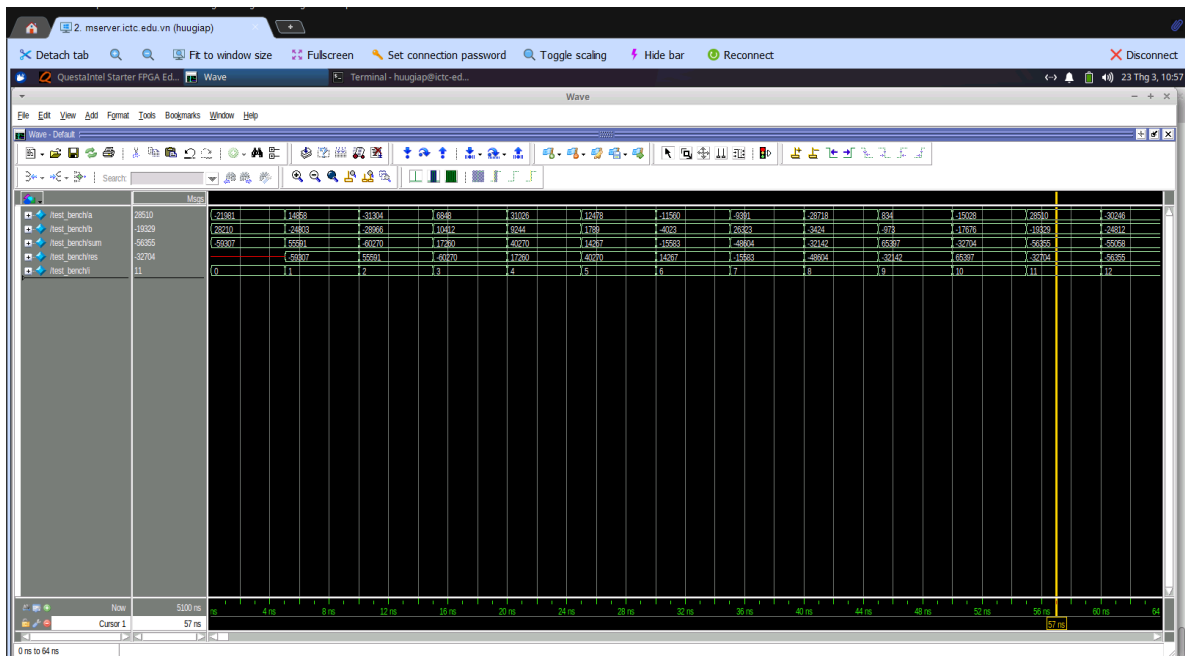
endmodule
```



```

#
# ===== Case:      993 a = 22200, b = 47484 =====
#
# Exp: 69684 Actual: 69684
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      994 a = 24576, b = 25723 =====
#
# Exp: 50299 Actual: 50299
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      995 a = 53331, b = 30020 =====
#
# Exp: 83351 Actual: 83351
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      996 a = 22493, b = 50733 =====
#
# Exp: 73226 Actual: 73226
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      997 a = 44404, b = 29913 =====
#
# Exp: 74317 Actual: 74317
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      998 a = 61410, b = 24828 =====
#
# Exp: 86238 Actual: 86238
# >>>>>>> PASS <<<<<<<<<<
#
# ===== Case:      999 a = 65535, b = 65535 =====
#
# Exp: 131070 Actual: 131070
# >>>>>>> PASS <<<<<<<<<<
#
# ** Note: $finish      : ../tb/test_bench.v(34)
# Time: 5100 ns Iteration: 0 Instance: /test_bench
# End time: 11:00:11 on Mar 23,2025, Elapsed time: 0:00:01
# Errors: 0, Warnings: 0

```



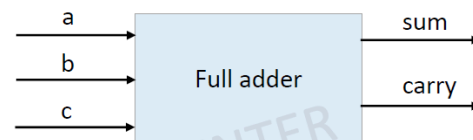
**Extra homework:** This homework is not counted toward your ranking. It is for practice purposes only.

Prove that full\_adder can be generated from 2 half-adder (as the diagram in previous practice) by logic equivalent.

### Bài làm

Full-Adder is used to perform the binary addition of three binary numbers.

A	B	Cin	S	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



Hướng chứng minh là phải biến đổi các hàm S, Cout của full adder bằng một biến thuật có liên quan tới half-adder

$\sum = a \oplus b$   
 $\text{cout} = ab$

$S = \bar{a}\bar{b}c + \bar{a}b\bar{c} + a\bar{b}\bar{c} + abc$   
 $= \bar{c}(a \oplus b) + c(\bar{a} \oplus \bar{b})$   
 $= \bar{c} \text{sum1} + c \text{sum1} = c \oplus \text{sum1}$   
 $\swarrow \quad \nwarrow$   
 sum-half adder 1      sum-half adder 2

$\text{Cout} = \bar{a}bc + a\bar{b}c + ab\bar{c} + abc$   
 $= ab(c + \bar{c}) + c(\bar{a}b + ab)$   
 $= ab + c(a \oplus b) = ab + c \text{sum1}$   
 $\swarrow \quad \searrow$   
 cout-half adder      sum-half adder

→ là carry của HA2

Như vậy có thể biến đổi S và Cout của FA theo HA  
 ⇒ 1M được full adder có thể được tạo ra bởi 2 half adder