## Sesión 8 Sumador-restador

El código para el sumador restador es: ENTITY SUMADOR RESTADOR IS GENERIC(c: INTEGER:=4); PORT(X, Y: IN BIT\_VECTOR(c-1 DOWNTO 0); SUMA\_RESTA: IN BIT; R: OUT BIT\_VECTOR(c-1 DOWNTO 0); AC, DES, SIG, CERO: OUT BIT); END SUMADOR RESTADOR; ARCHITECTURE estructural OF SUMADOR RESTADOR IS COMPONENT RCA IS GENERIC (c: INTEGER:=2); PORT(x\_in, y\_in: IN BIT\_VECTOR(c-1 downto 0); c\_in: IN BIT; sal, c\_out: OUT BIT\_VECTOR(c-1 downto 0)); END COMPONENT; COMPONENT NEG C2 IS GENERIC(n:INTEGER :=4); PORT(x: IN BIT VECTOR(n-1 DOWNTO 0); e: IN BIT; r: OUT BIT VECTOR(n-1 DOWNTO 0); des: OUT BIT); END COMPONENT; COMPONENT or 2 IS GENERIC (retardo: TIME:= 1 ns); PORT (e1, e2: IN BIT; sal: OUT BIT); END COMPONENT: COMPONENT xor2 IS GENERIC (retardo: TIME:= 3 ns); PORT (e1, e2: IN BIT; sal: OUT BIT); END COMPONENT: COMPONENT not2 IS GENERIC (retardo: TIME:= 1 ns); PORT (e: IN BIT; sal: OUT BIT); END COMPONENT; FOR ALL: RCA USE ENTITY WORK.RCA(estructural); FOR ALL: NEG\_C2 USE ENTITY WORK.NEG\_C2(estructural); FOR ALL: or USE ENTITY WORK.or2(estructural); FOR ALL: xor2 USE ENTITY WORK.xor2(comportamiento); FOR ALL: not2 USE ENTITY WORK.not2(comportamiento); CONSTANT TAMANO PALABRA: INTEGER:=4; SIGNAL Y SIGNED, R aux, C out, det 0: BIT VECTOR(c-1 DOWNTO 0); SIGNAL Des cambio signo: BIT; **BEGIN** negador: NEG\_C2 PORT MAP(Y, SUMA\_RESTA, Y\_SIGNED, Des\_cambio\_signo); componente: RCA PORT MAP(X, Y\_SIGNED, SUMA\_RESTA, R\_aux, C\_out); G: FOR I IN 0 TO TAMANO\_PALABRA-2 GENERATE primero: IF I=0 GENERATE detector 0: or2 PORT MAP(R aux(i), R aux(i+1), det 0(i)); END GENERATE; siguientes: IF I>0 AND I<TAMANO\_PALABRA-1 GENERATE

detect\_0: or2 PORT MAP(det\_0(i-1), R\_aux(i+1), det\_0(i));

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END GENERATE; END GENERATE:
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deteccion 0: not2 PORT MAP(det 0(TAMANO PALABRA-2), CERO);

SIG<=R aux(TAMANO PALABRA-1);

desbordamiento: xor2 PORT MAP(C\_out(TAMANO\_PALABRA-1), C\_out(TAMANO\_PALABRA-2), DES);

acarreo: xor2 PORT MAP(SUMA\_RESTA, C\_out(TAMANO\_PALABRA-1), AC);

END ARCHITECTURE;

El código para su test-bench es:

ENTITY tb\_sumador\_restador IS END tb\_sumador\_restador;

ARCHITECTURE estructural OF tb\_sumador\_restador IS

COMPONENT SUMADOR\_RESTADOR IS

GENERIC(c: INTEGER:=4):

PORT(X, Y: IN BIT\_VECTOR(c-1 DOWNTO 0); SUMA\_RESTA: IN BIT; R: OUT BIT\_VECTOR(c-1 DOWNTO 0); AC, DES, SIG, CERO: OUT BIT);

END COMPONENT;

FOR componente: sumador\_restador USE ENTITY WORK.sumador\_restador(estructural);

CONSTANT TAMANO\_PALABRA: INTEGER := 4; CONSTANT TAMANO\_PALABRA\_RCA: INTEGER := 2;

SIGNAL A, B, R: BIT\_VECTOR(TAMANO\_PALABRA-1 downto 0); SIGNAL sum\_sub, ac, des, sig, cero: BIT;

**BEGIN** 

componente: sumador\_restador GENERIC MAP (TAMANO\_PALABRA) PORT MAP (A, B, sum\_sub, R, ac, des, sig, cero);

**PROCESS** 

VARIABLE valor, limite, cuenta\_carry, sol: INTEGER; BEGIN

limite:= 2\*\*TAMANO\_PALABRA-1;

FOR i IN 0 TO limite LOOP valor:=i:

FOR k IN B'REVERSE\_RANGE LOOP

A(k)<=BIT'VAL(valor REM 2);--cambiamos A

valor:=valor/2;

END LOOP;

FOR j IN 0 TO limite LOOP

valor:=j;

FOR k IN B'REVERSE\_RANGE LOOP
B(k)<=BIT'VAL(valor REM 2);--cambiamos B

valor:=valor/2;

END LOOP;
FOR carry IN 0 TO 1 LOOP
sum\_sub<=BIT'VAL(carry REM 2);
WAIT FOR 20 ns;
END LOOP;
END LOOP;

END LOOP;

WAIT; END PROCESS;

END estructural;