

نویسنده:

علیرضا طباطبائی (9723052)



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نیم جمع کننده:

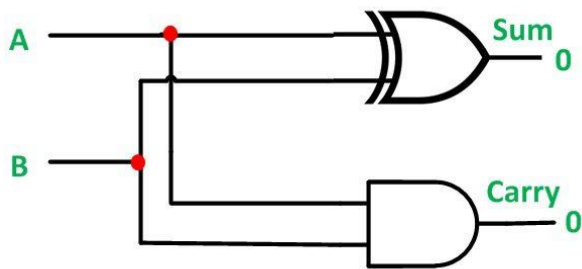
در ابتدا یک پروژه جدید ساخته و یک نیم جمع کننده طراحی میکنیم.  
برای طراحی به 2 ورودی و دو خروجی نیاز داریم.

IN1	IN2	SUM	CARRY
0	0	0	0
1	0	1	0
0	1	1	0
1	1	0	1

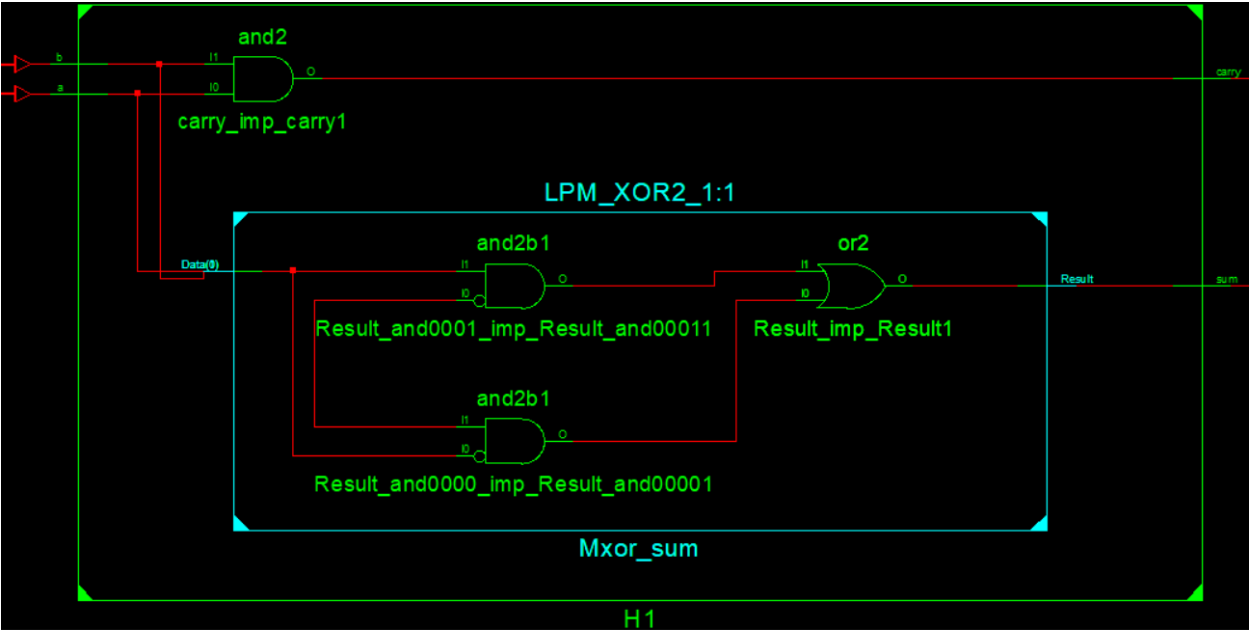
A \ B	0	1
0	0	1
1	1	0

A \ B	0	1
0	0	0
1	0	1

$$S = A \oplus B \quad C = A.B$$



Circuit Globe



Design

Views: ☐ Behavioral ☒ Implementation ☐ Simulation

Hierarchy

- intro1
  - xc3s400-5pg208
    - HA\_test - behavior (HA\_test.vhd)
    - add\_sub\_test - behavior (add\_sub\_test.vhd)
    - comparator\_test - behavior (comparator\_test.vhd)
    - four1\_test - behavior (four1\_test.vhd)
    - four\_test - behavior (four\_test.vhd)
    - fulladder\_test - behavior (fulladder\_test.vhd)

No Processes Running

Processes: HA\_test - behavior

- ISim Simulator
- Behavioral Check Syntax
- Simulate Behavioral Model

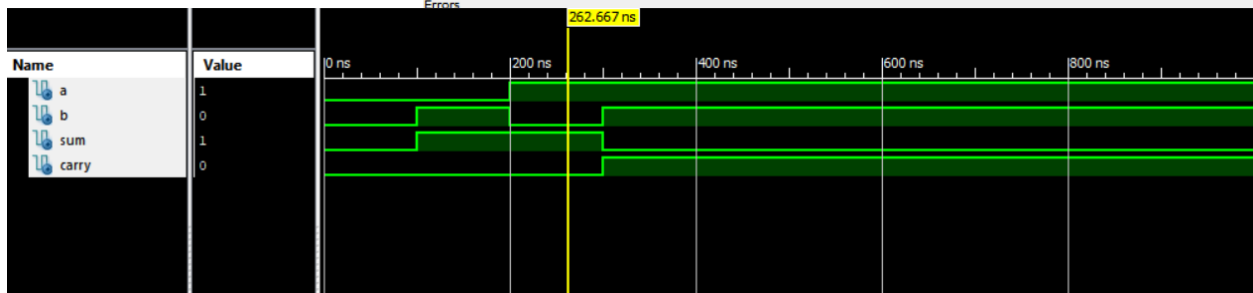
```

67      uut: halfadder PORT MAP (
68          a => a,
69          b => b,
70          sum => sum,
71          carry => carry
72      );
73
74
75  -- Stimulus process
76  stim_proc: process
77  begin
78      a <= '0' ;
79      b <= '0' ;
80      wait for 100 ns;
81
82      a <= '0' ;
83      b <= '1' ;
84      wait for 100 ns;
85
86      a <= '1' ;
87      b <= '0' ;
88      wait for 100 ns;
89
90      a <= '1' ;
91      b <= '1' ;
92      wait for 100 ns;
93
94      -- insert stimulus here
95
96      wait;
97  end process;
98
99  END;
100

```

Start Design Files Libraries

HA\_test.vhd

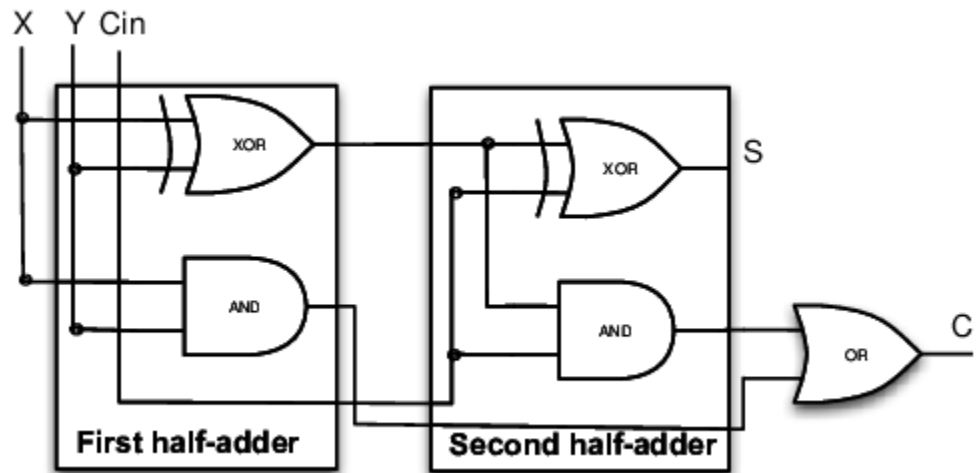


ساخت تمام جمع کننده با نیم جمع کننده:

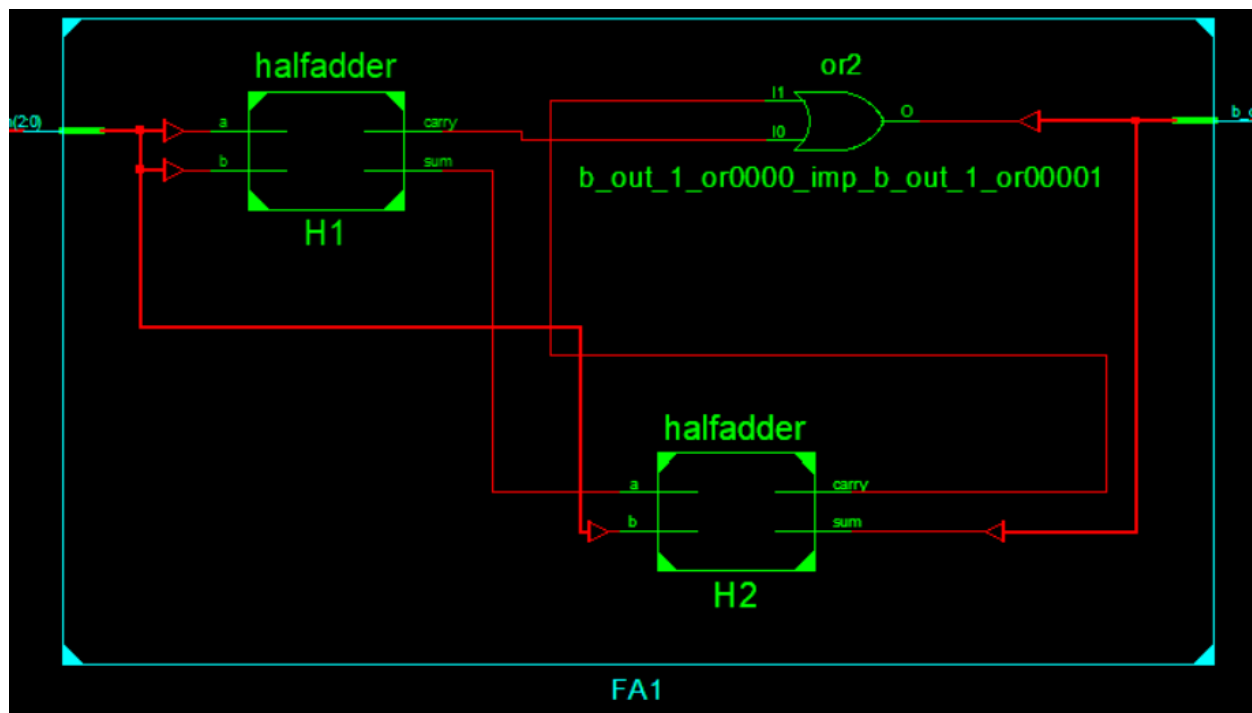
3 ورودی و 2 خروجی مورد نیاز است.

همچنین نیاز به استفاده از signal و port map می باشد زیرا می خواهیم 2 آی سی را به هم متصل کنیم.

همچنین برای استفاده از یک آی سی در مدار دیگر، نیاز به استفاده از component می باشد که از بخش تست پنچ آن آی سی کپی می شود.



```
29 --library UNISIM;
30 --use UNISIM.VComponents.all;
31
32 entity fulladder is
33     Port ( a_in : in  STD_LOGIC_VECTOR (2 downto 0);
34           b_in : in  STD_LOGIC_VECTOR (1 downto 0));
35 end fulladder;
36
37 architecture Behavioral of fulladder is
38
39     COMPONENT halfadder
40     PORT(
41         a : IN  std_logic;
42         b : IN  std_logic;
43         sum : OUT std_logic;
44         carry : OUT std_logic
45     );
46     END COMPONENT;
47
48     signal w1,w2,w3 : std_logic := '0';
49
50 begin
51
52     H1 : halfadder port map( a => a_in(0) , b => a_in(1) , sum => w1 , carry => w2 );
53     H2 : halfadder port map( a => w1 , b => a_in(2) , sum => b_out(0) , carry => w3 );
54     b_out(1) <= w2 or w3;
55
56
57 end Behavioral;
58
59
```



Behavioral

Hierarchy

- intro1
  - xc3s400-5pq208
    - HA\_test - behavior (HA\_test.vhd)
    - add\_sub\_test - behavior (add\_sub\_test.vhd)
    - comparator\_test - behavior (comparator\_test.vhd)
    - four1\_test - behavior (four1\_test.vhd)
    - four\_test - behavior (four\_test.vhd)
    - fulladder\_test - behavior (fulladder\_test.vhd)

No Processes Running

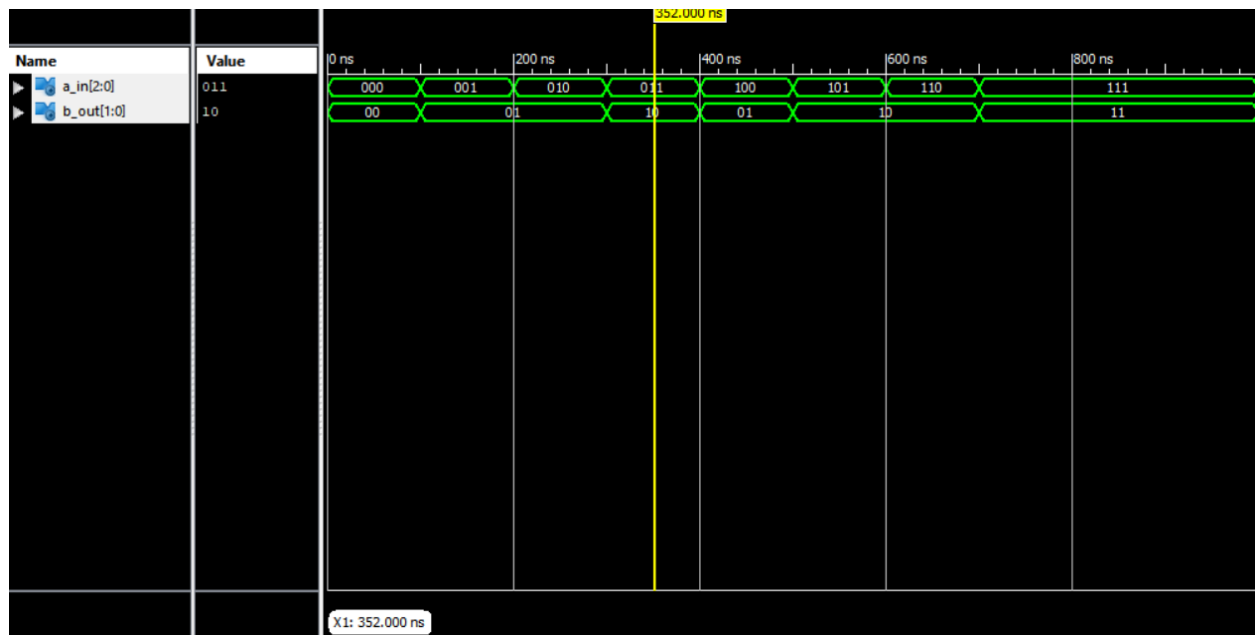
Processes: fulladder\_test - behavior

- ISim Simulator
- Behavioral Check Syntax
- Simulate Behavioral Model

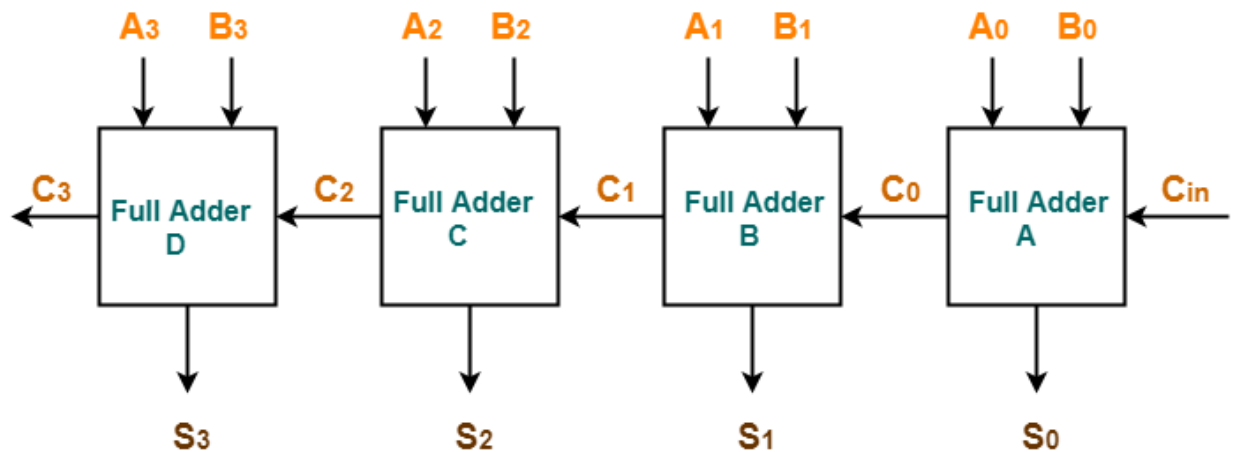
```

70
71
72  -- Stimulus process
73  stim_proc: process
74  begin
75      a_in <= "000" ;
76      wait for 100 ns;
77
78      a_in <= "001" ;
79      wait for 100 ns;
80
81      a_in <= "010" ;
82      wait for 100 ns;
83
84      a_in <= "011" ;
85      wait for 100 ns;
86
87      a_in <= "100" ;
88      wait for 100 ns;
89
90      a_in <= "101" ;
91      wait for 100 ns;
92
93      a_in <= "110" ;
94      wait for 100 ns;
95
96      a_in <= "111" ;
97      wait for 100 ns;
98
99      -- insert stimulus here
100
101      wait;

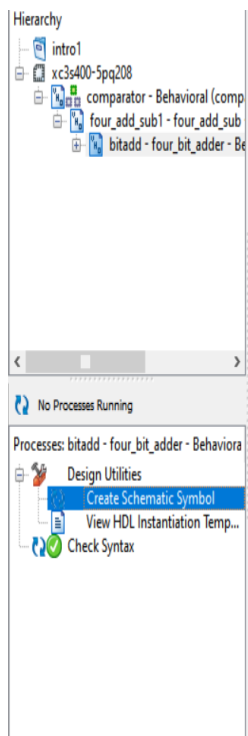
```



مدار بعده جمع کننده 4 بیتی: مقدار sub را برابر صفر میگذاریم تا به جمع کننده تبدیل شود.



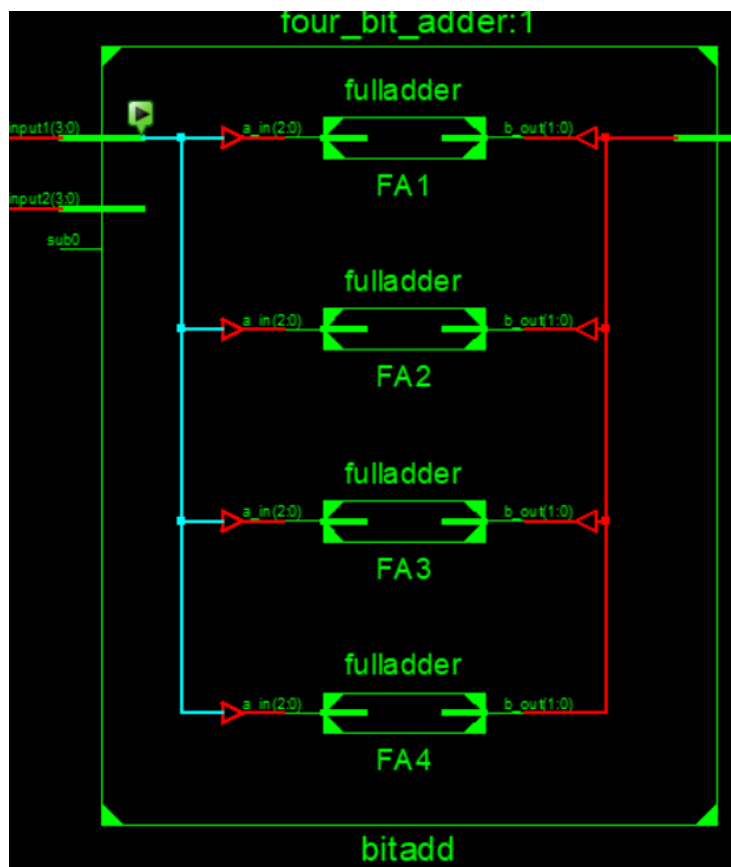
4-bit Ripple Carry Adder



```

32 entity four_bit_adder is
33     Port ( input1 : in  STD_LOGIC_VECTOR (3 downto 0);
34           input2 : in  STD_LOGIC_VECTOR (3 downto 0);
35           sub0   : in  std_logic;
36           output : out STD_LOGIC_VECTOR (4 downto 0));
37 end four_bit_adder;
38
39 architecture Behavioral of four_bit_adder is
40
41     COMPONENT fulladder
42     PORT(
43         a_in : IN  std_logic_vector(2 downto 0);
44         b_in : IN  std_logic_vector(1 downto 0)
45     );
46     END COMPONENT;
47
48     signal w1,w2,w3 : std_logic := '0';
49
50 begin
51
52     FA1 : fulladder port map( a_in(0) => input1(0) , a_in(1) => input2(0) , a_in(2) => sub0 , b_out(0) => output(0) , b_out(1) => w1 );
53     FA2 : fulladder port map( a_in(0) => input1(1) , a_in(1) => input2(1) , a_in(2) => w1 , b_out(0) => output(1) , b_out(1) => w2 );
54     FA3 : fulladder port map( a_in(0) => input1(2) , a_in(1) => input2(2) , a_in(2) => w2 , b_out(0) => output(2) , b_out(1) => w3 );
55     FA4 : fulladder port map( a_in(0) => input1(3) , a_in(1) => input2(3) , a_in(2) => w3 , b_out(0) => output(3) , b_out(1) => output(4) );
56
57
58
59
60 end Behavioral;
61

```





Behavioral

Hierarchy

intro1

xc3s400-5pq208

HA\_test - behavior (HA\_test.vhd)

add\_sub\_test - behavior (add\_sub\_t

comparator\_test - behavior (comp

four1\_test - behavior (four1\_test.vh

four\_test - behavior (four\_test.vhd)

fulladder\_test - behavior (fulladder

No Processes Running

Processes: four1\_test - behavior

ISim Simulator

Behavioral Check Syntax

Simulate Behavioral Model

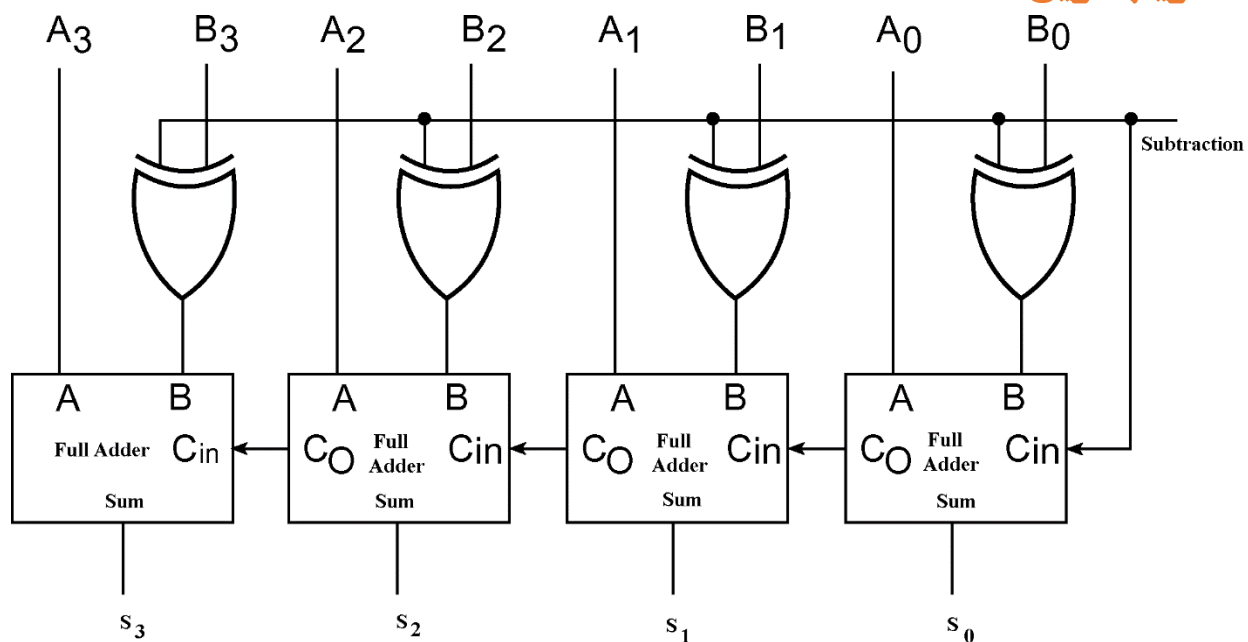
```

79      sub0 <= '0';
80      input1 <= "0000" ;
81      input2 <= "0000" ;
82      wait for 1 ns;
83      input1 <= "0000" ;
84      input2 <= "0001" ;
85      wait for 1 ns;
86      input1 <= "0000" ;
87      input2 <= "0010" ;
88      wait for 1 ns;
89      input1 <= "0000" ;
90      input2 <= "0011" ;
91      wait for 1 ns;
92      input1 <= "0000" ;
93      input2 <= "0100" ;
94      wait for 1 ns;
95      input1 <= "0000" ;
96      input2 <= "0101" ;
97      wait for 1 ns;
98      input1 <= "0000" ;
99      input2 <= "0110" ;
100     wait for 1 ns;
101     input1 <= "0000" ;
102     input2 <= "0111" ;
103     wait for 1 ns;
104     input1 <= "0000" ;
105     input2 <= "1000" ;
106     wait for 1 ns;
107     input1 <= "0000" ;
108     input2 <= "1001" ;
109     wait for 1 ns;
110     input1 <= "0000" ;

```



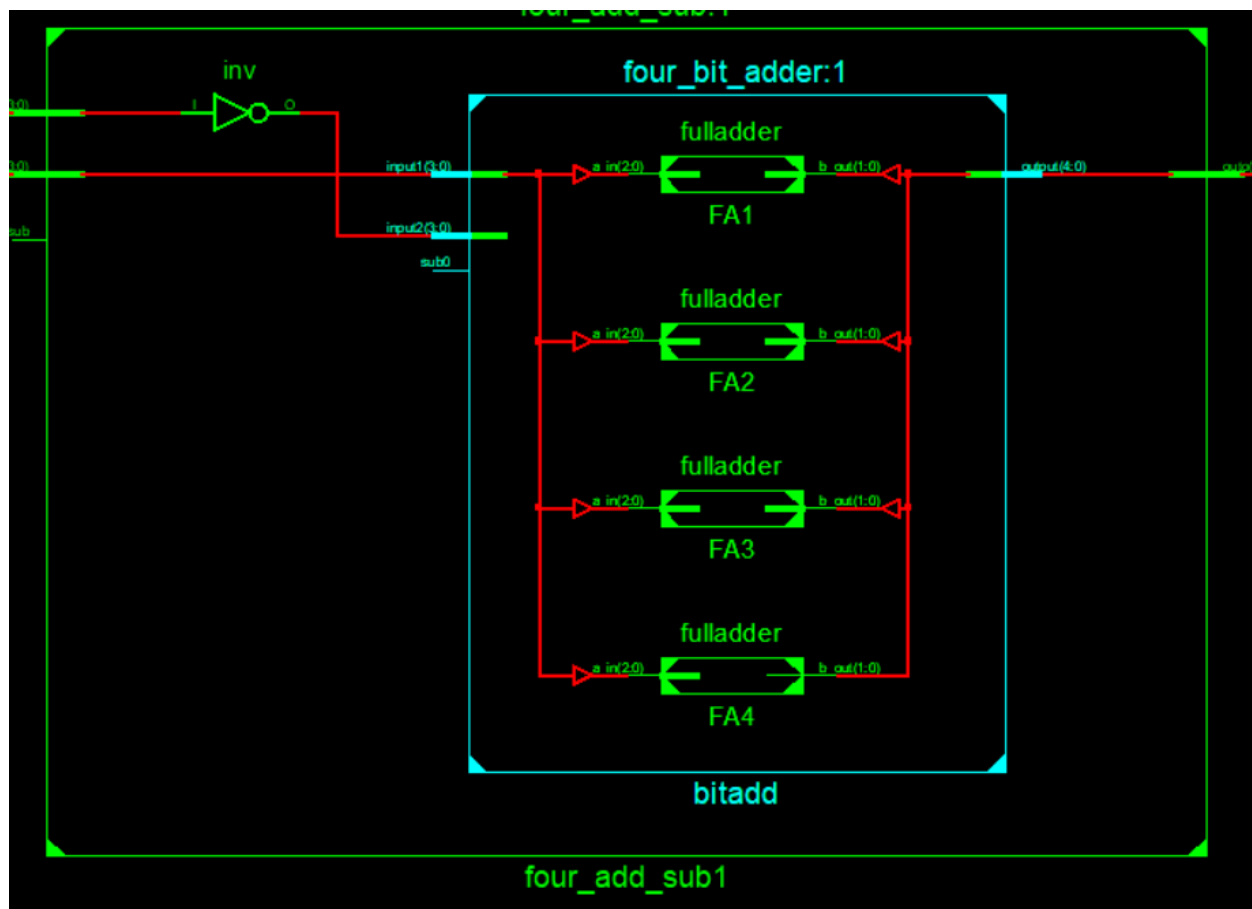
جمع کننده و تفاضل گیر: مقدار sub را اگر 0 بگذاریم جمع کننده و اگر 1 بگذاریم تفریق کننده است.



```

32 entity four_add_sub is
33     Port ( intol : in  STD_LOGIC_VECTOR (3 downto 0);
34           into2 : in  STD_LOGIC_VECTOR (3 downto 0);
35           sub    : in  std_logic;
36           outo   : out STD_LOGIC_VECTOR (4 downto 0));
37 end four_add_sub;
38
39 architecture Behavioral of four_add_sub is
40
41     COMPONENT four_bit_adder
42     PORT(
43         input1 : IN  std_logic_vector(3 downto 0);
44         input2 : IN  std_logic_vector(3 downto 0);
45         sub0   : IN  std_logic;
46         output : OUT std_logic_vector(4 downto 0)
47     );
48     END COMPONENT;
49
50     signal w0,w1,w2,w3,w4 : std_logic := '0';
51
52 begin
53
54     w0 <= into2(0) xor sub;
55     w1 <= into2(1) xor sub;
56     w2 <= into2(2) xor sub;
57     w3 <= into2(3) xor sub;
58
59     bitadd : four_bit_adder port map( input1(0) => intol(0), input1(1) => intol(1), input1(2) => intol(2), input1(3) => intol(3), sub0 => sub,
60                                     input2(0) => w0, input2(1) => w1, input2(2) => w2, input2(3) => w3,
61                                     output(0) => outo(0), output(1) => outo(1), output(2) => outo(2), output(3) => outo(3), output(4) => w4 );
62
63 end Behavioral;
64
65

```

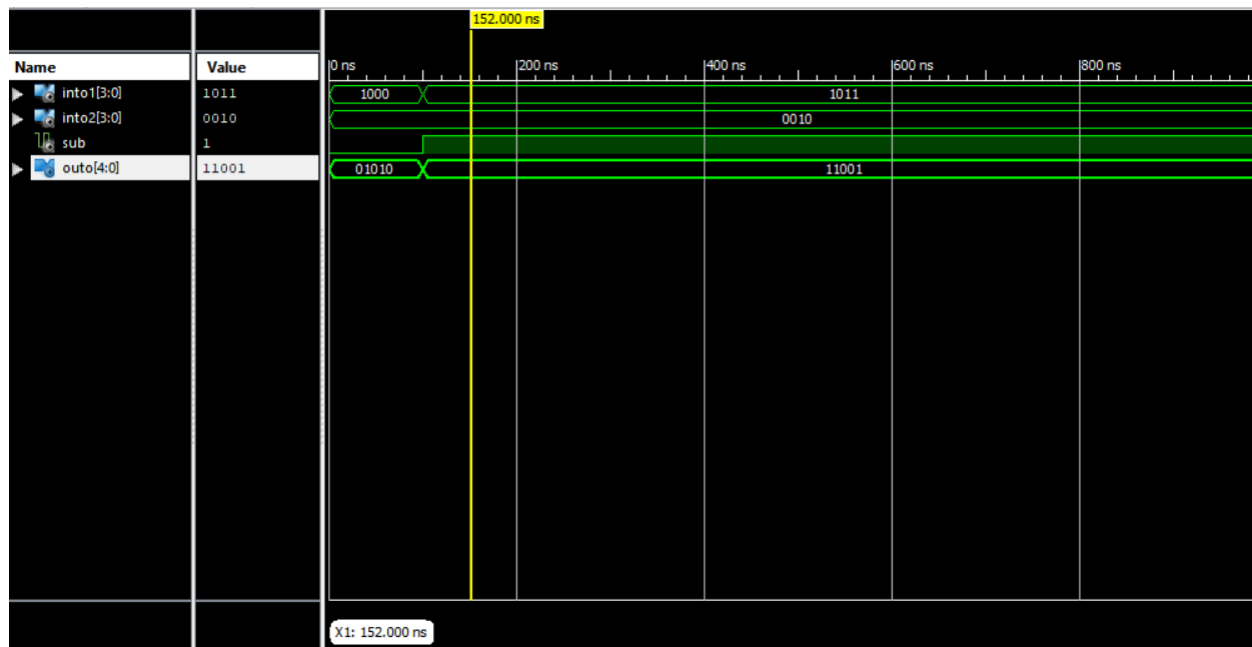


فقط دو ورودی میدنیم یکی برای جمع و یکی برای تفریق:

```

71
72
73
74
75  -- Stimulus process
76  stim_proc: process
77  begin
78
79      sub <= '0';
80      intol <= "1000" ;
81      into2 <= "0010" ;
82      wait for 100 ns;
83
84
85
86
87      sub <= '1';
88      intol <= "1011" ;
89      into2 <= "0010" ;
90      wait for 100 ns;
91
92      wait;
93  end process;
94
95  END;
96

```

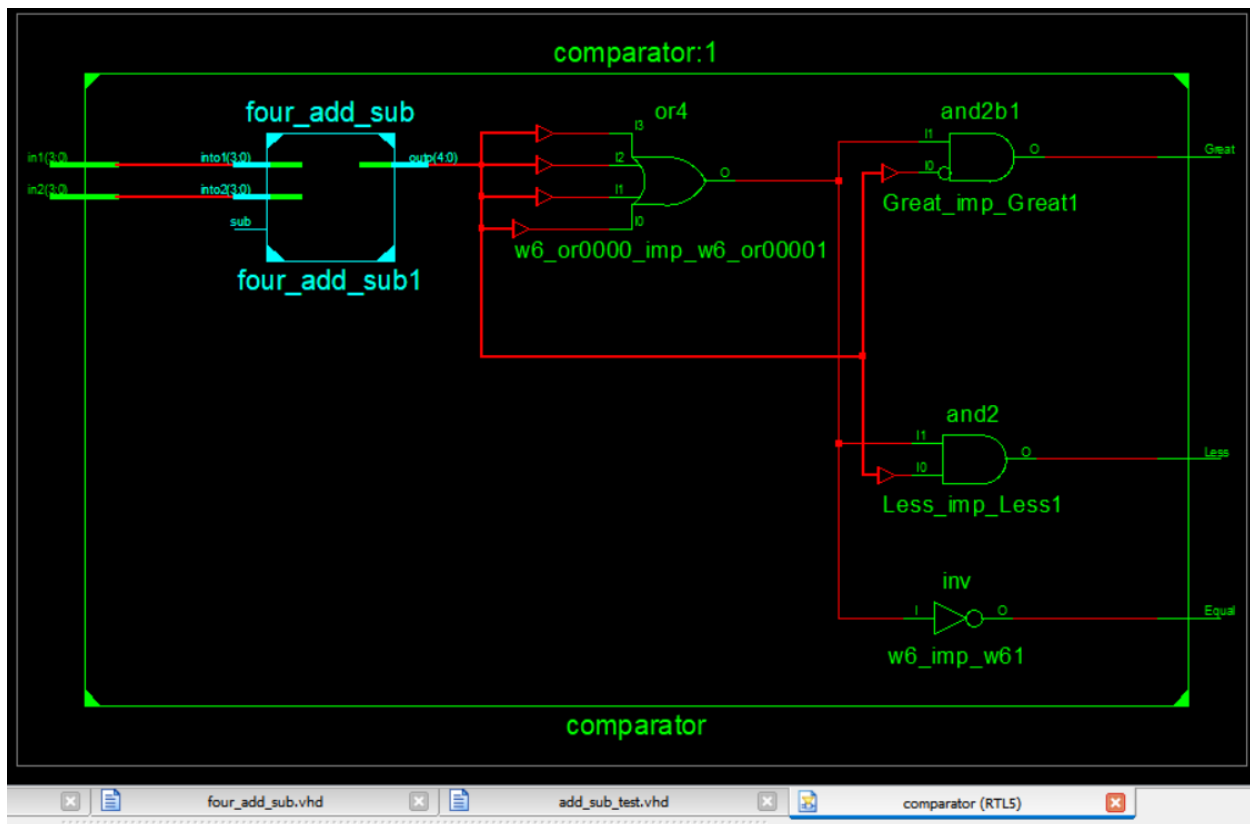


## تمرین امتیازی:

```

34  in2 : in  STD_LOGIC_VECTOR (3 downto 0);
35  Great : out  STD_LOGIC;
36  Less : out  STD_LOGIC;
37  Equal : out  STD_LOGIC);
38  end comparator;
39
40  architecture Behavioral of comparator is
41
42  COMPONENT four_add_sub
43  PORT(
44      into1 : IN  std_logic_vector(3 downto 0);
45      into2 : IN  std_logic_vector(3 downto 0);
46      sub : IN  std_logic;
47      outo : OUT  std_logic_vector(4 downto 0)
48  );
49  END COMPONENT;
50
51  signal w1,w2,w3,w4,w5,w6,w7 : std_logic := '0';
52
53  begin
54
55  w7 <= '1' ;
56  four_add_sub1 : four_add_sub port map ( sub => w7 , into1(0) => in1(0) , into1(1) => in1(1) , into1(2) => in1(2) , into1(3) => in1(3) ,
57      into2(0) => in2(0) , into2(1) => in2(1) , into2(2) => in2(2) , into2(3) => in2(3) ,
58      outo(4) => w1 , outo(3) => w2 , outo(2) => w3 , outo(1) => w4 , outo(0) => w5 );
59
60  w6 <= not ( w2 or w3 or w4 or w5);
61  Equal <= w6 ;
62  Great <= (not w1) and ( not w6 ) ;
63  Less <= (w1) and ( not w6 ) ;
64
65  end Behavioral;
66
67

```



View: Implementation Simulation

Behavioral

Hierarchy

- intro1
  - xc3s400-5pq208
    - HA\_test - behavior (HA\_test.vhd)
    - add\_sub\_test - behavior (add\_sub\_test.vhd)
    - comparator\_test - behavior (comparator\_test.vhd)
    - four1\_test - behavior (four1\_test.vhd)
    - four\_test - behavior (four\_test.vhd)
    - fulladder\_test - behavior (fulladder\_test.vhd)

No Processes Running

Processes: comparator\_test - behavior

- ISim Simulator
- Behavioral Check Syntax
- Simulate Behavioral Model**

```

65 BEGIN
66
67 -- Instantiate the Unit Under Test (UUT)
68 uut: comparator PORT MAP (
69     in1 => in1,
70     in2 => in2,
71     Great => Great,
72     Less => Less,
73     Equal => Equal
74 );
75
76
77
78 -- Stimulus process
79 stim_proc: process
80 begin
81
82     in1 <= "1101";
83     in2 <= "1101";
84     wait for 100 ns;
85
86     in1 <= "1101";
87     in2 <= "1100";
88     wait for 100 ns;
89
90     in1 <= "1100";
91     in2 <= "1101";
92     wait for 100 ns;
93
94     wait;
95 end process;
96
97 END;
98

```

