# EDT

Files included:

* Cell\_top.vhd
* Add\_sub.vhd
* Max.vhd
* Inst\_dcm\_25.xco
* Vgatop.vhd
* Comp5.vhd
* Cell\_matrix.vhd
* Cell.vhd
* Vga\_selector.vhd
* Vga\_controller\_600\_60.vhd
* Vga\_controller\_800\_60.vhd
* Map\_ram.xco ( an updateable map: to edit in order to keep track of ‘done’ cells)
* Map\_rom.xco (read-only map)
* Inc.xco (a 2-bit incrementor)
* Add3.xco (3 bit adder with a c\_out)
* Sub3.xco (5 bit subtractor)

These codes form the base of EDT calculation. Its a cellular-level implementation of the arithmetic operations required to compute the EDT of a map stored in map\_rom. Map\_ram helps keep an updated map which helps the code to know which all cells have been computed for or are ‘done’.