

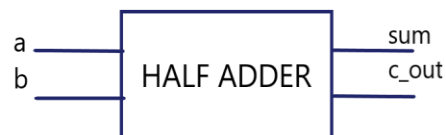
Tema 0 – Familiarizare cu vmchecker

Sumator pe 11 biti

Pentru implementarea unui sumator pe 11 biti m-am folosit de diverse sumatoare mai mici invatate la primul laborator (half adder, full adder, sumatoare pe 4 si 6 biti).

Sumatoarele folosite au urmatoarele scheme:

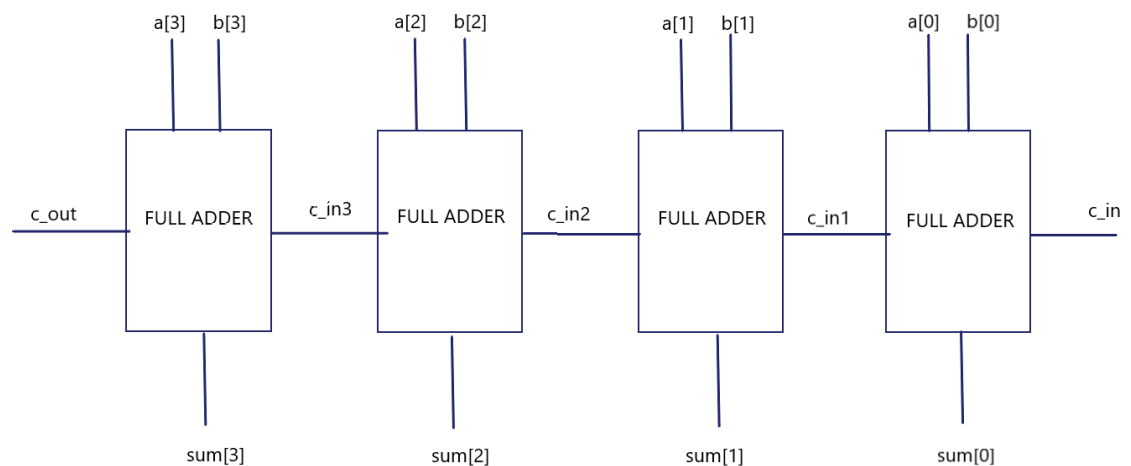
- Half Adder



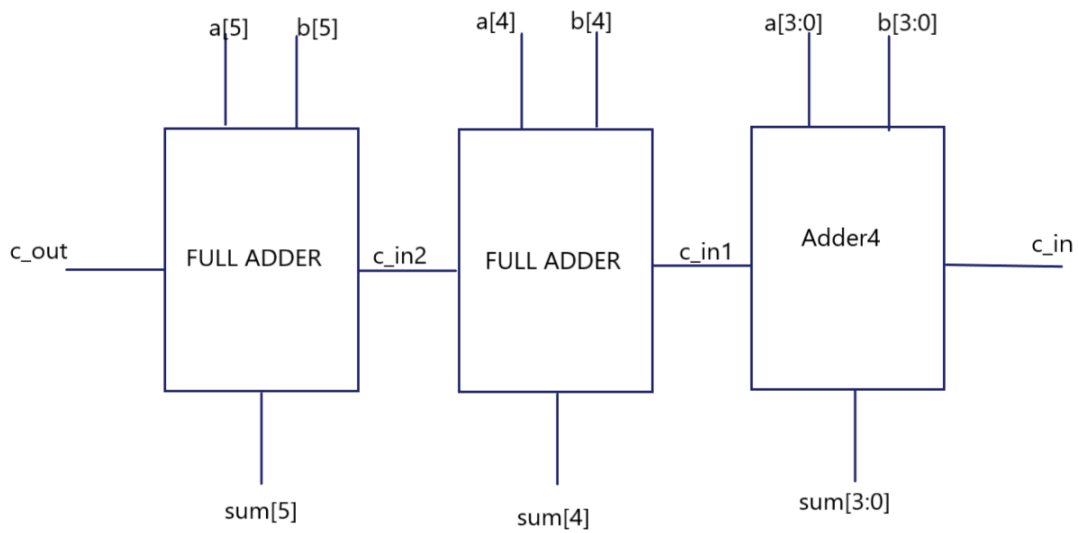
- Full Adder



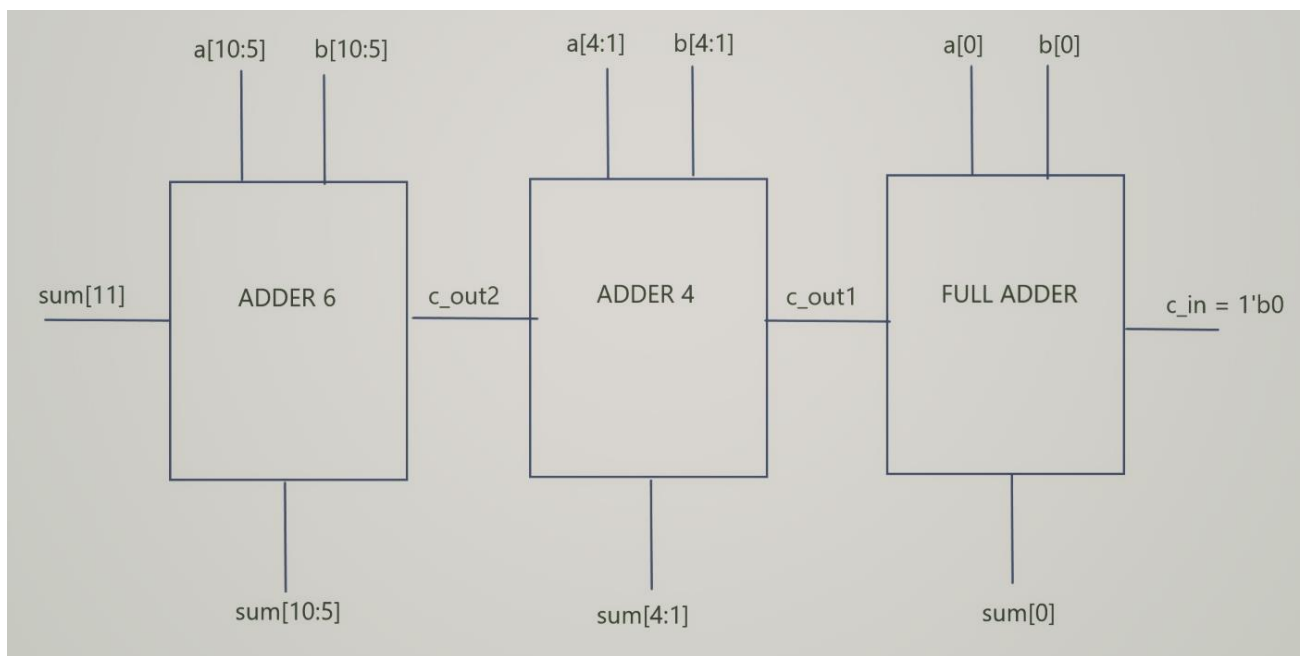
- Sumator pe 4 biti



- Sumator pe 6 biti



Astfel, schema aleasa de mine pentru implementarea sumatorului pe 11 biti este urmatoarea:



Codul Verilog pentru:

- HALF ADDER

```
module half_adder(  
    output sum,  
    output c_out,    // carry out  
    input a,  
    input b);  
  
xor(sum, a, b);  
and(c_out, a, b);  
  
endmodule
```

- FULL ADDER

```
module full_adder(  
    output sum,  
    output c_out,    // carry out  
    input a,  
    input b,  
    input c_in);    // carry in  
  
wire sum_ab;        // a ^ b  
wire c_ab;          // a && b  
wire x;             // (a ^ b) && c_in  
  
half_adder h1(sum_ab, c_ab, a, b);  
half_adder h2(sum, x, c_in, sum_ab);  
or(c_out, x, c_ab);  
  
endmodule
```

- Sumator pe 4 biti

```
module adder4(  
    output[3:0] sum,  
    output c_out,    // carry out  
    input[3:0] a, b,    // operands  
    input c_in);    // carry in  
  
full_adder a1(sum[0], c1, a[0], b[0], c_in);  
full_adder a2(sum[1], c2, a[1], b[1], c1);  
full_adder a3(sum[2], c3, a[2], b[2], c2);  
full_adder a4(sum[3], c_out, a[3], b[3], c3);  
  
endmodule
```

- Sumator pe 6 biti

```

module adder6(
    output[5:0] sum,
    output c_out,
    input[5:0] a,b,
    input c_in);

adder4    a1(sum[3:0],    c4, a[3:0], b[3:0], c_in);
full_adder a2(sum[4]    ,    c5, a[4],    b[4],    c4);
full_adder a3(sum[5]    , c_out, a[5],    b[5],    c5);

endmodule

```

- Sumatorul pe 11 biti

```

module adder11(
    output[11:0] sum,
    input[10:0] a,
    input[10:0] b);

full_adder a_1(sum[0], c_out1, a[0], b[0], 1'b0);
adder4    a_2(sum[4:1], c_out2, a[4:1], b[4:1], c_out1);
adder6    a_3(sum[10:5], sum[11], a[10:5], b[10:5], c_out2);

endmodule

```