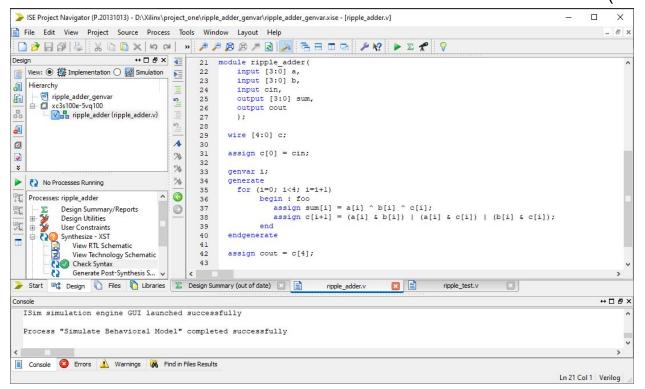
گزارش آزمایشگاه

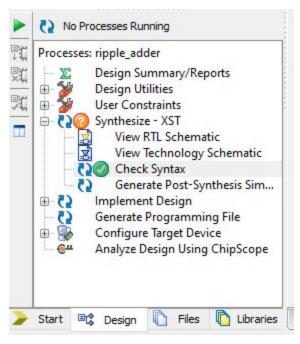
بخش ١:

در اینجا بایستی مادامی که یک sum را خروجی میدهیم کری مربوط به آن را نیز حساب کنیم تا در حساب و کتاب جایگاه بعدی آن را به کار ببریم.

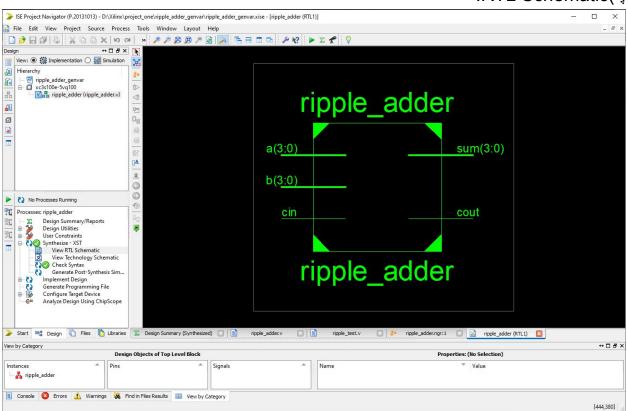
لف)

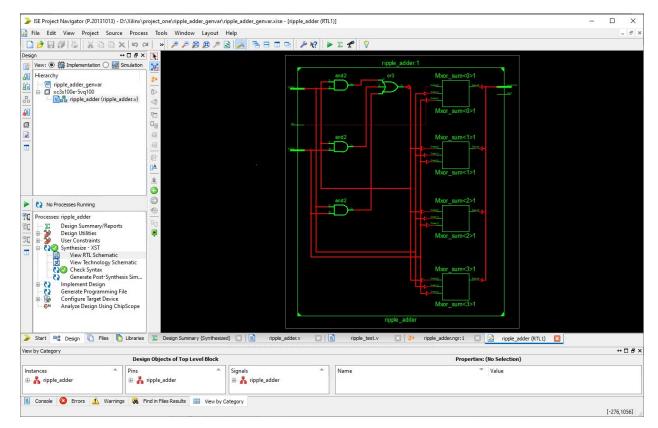


ب

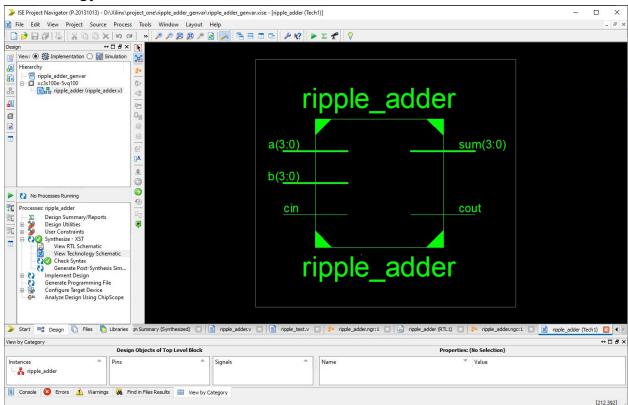


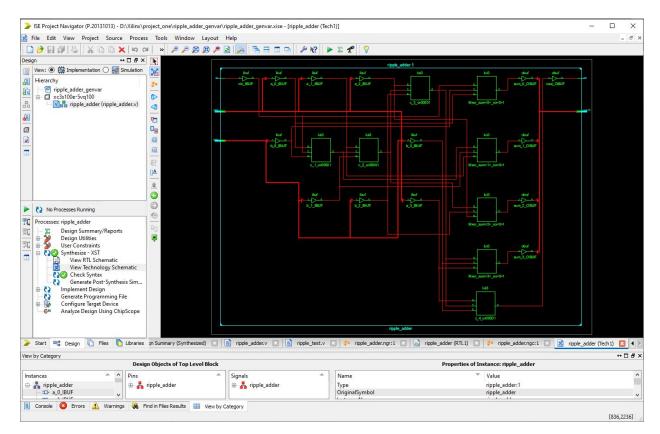
:RTL Schematic(پ



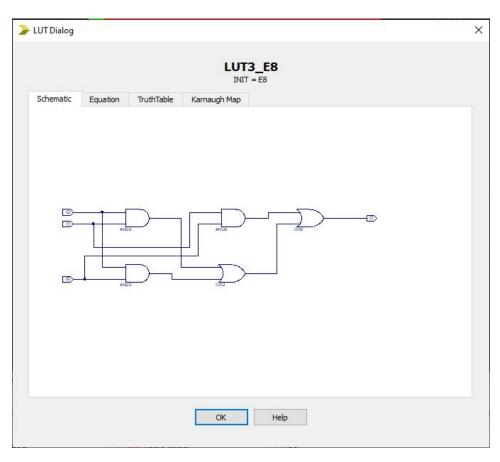


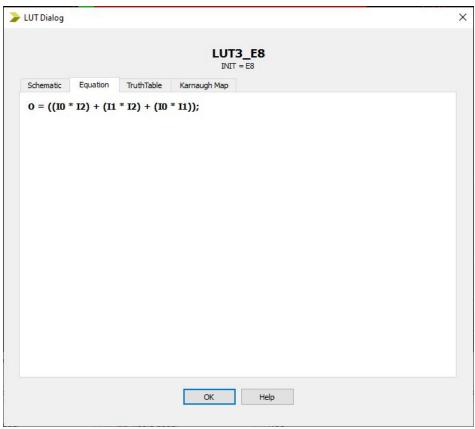
Technology Schematic:

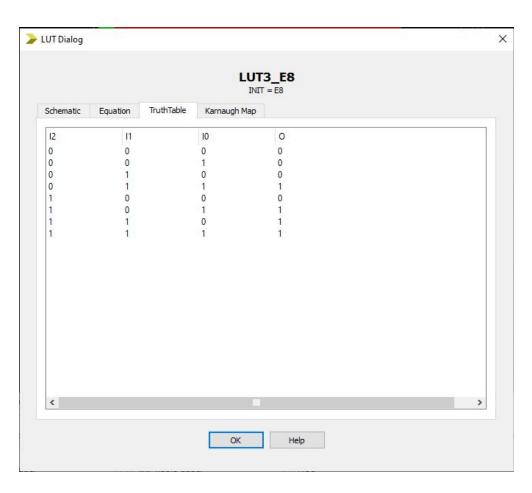


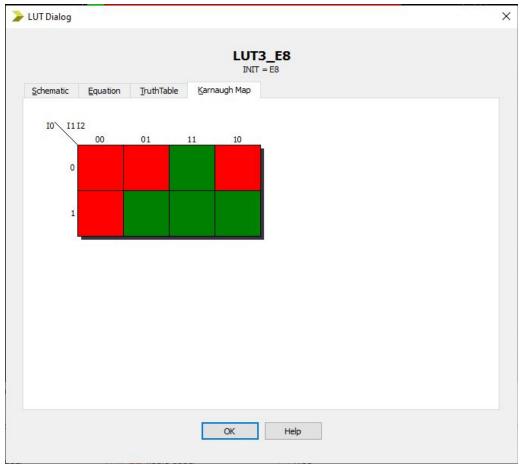


ت ً



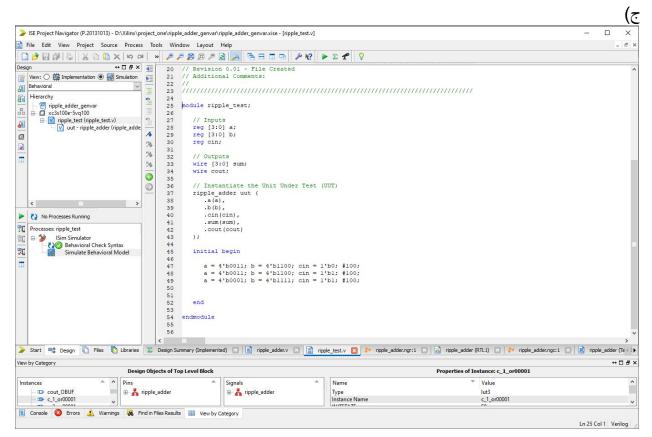




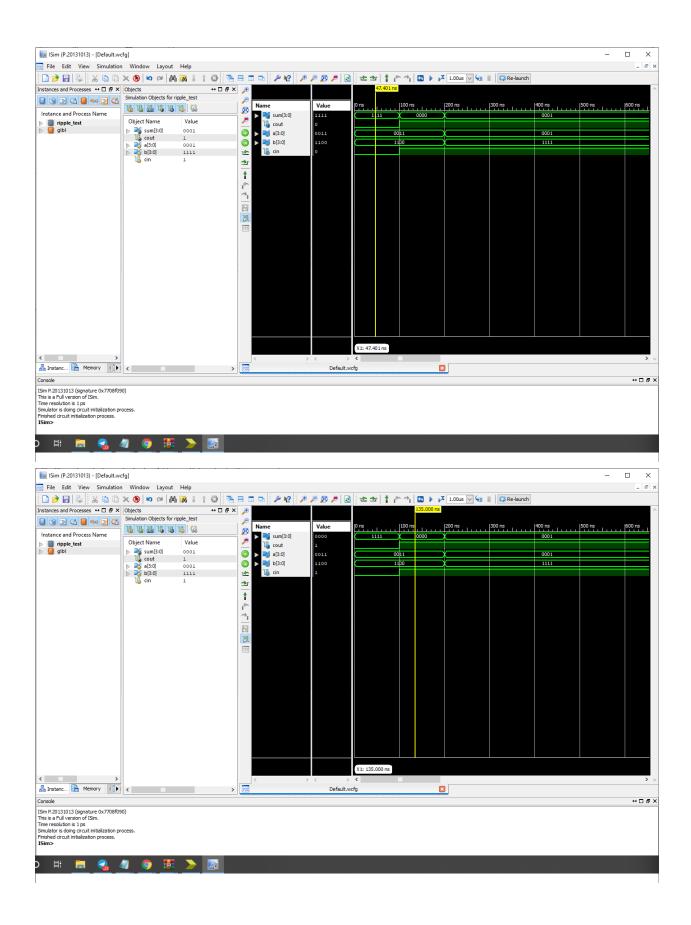


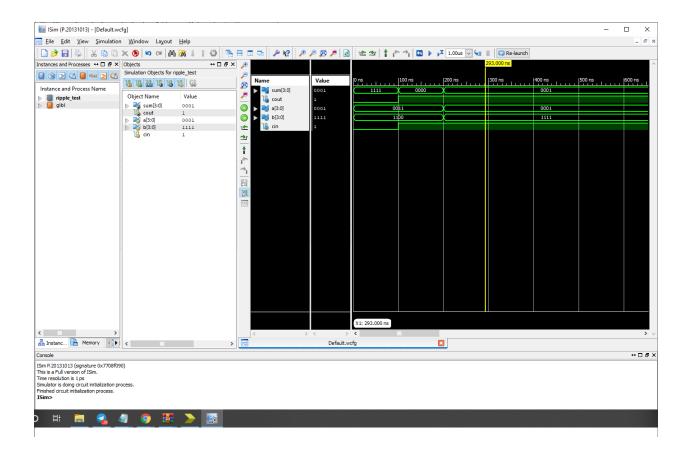
Pad to Pad

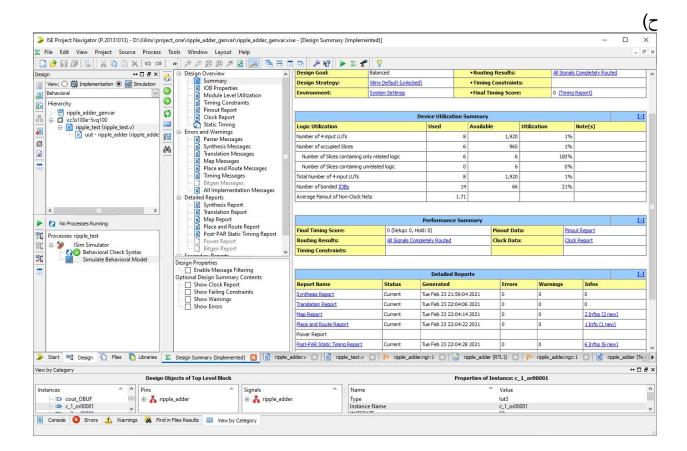
| + | | | | |
|------------|------------------|----------------------|--|--|
| Source Pad | Destinatio ++ | on Pad Delay + | | |
| a<0> | cout | 8.381 | | |
| a<0> | sum<0> | 5.692 | | |
| a<0> | sum<1> | 7.003 | | |
| a<0> | sum<2> | 7.996 | | |
| a<0> | sum<3> | 8.744 | | |
| a<1> | cout | 7.626 | | |
| a<1> | sum<1> | 6.226 | | |
| a<1> | sum<2> | 7.241 | | |
| a<1> | sum<3> | 7.989 | | |
| a<2> | cout | 6.245 | | |
| a<2> | sum<2> | 5.860 | | |
| a<2> | sum<3> | 6.608 | | |
| a<3> | cout | 5.934 | | |
| a<3> | sum<3> | 6.141 | | |
| b<0> | cout | 8.146 | | |
| b<0> | sum<0> | 5.765 | | |
| b<0> | sum<1> | 6.768 | | |
| b<0> | sum<2> | 7.761 | | |
| b<0> | sum<3> | 8.509 | | |
| b<1> | cout | 7.903 | | |
| b<1> | sum<1> | 6.469 | | |
| b<1> | sum<2> | 7.518 | | |
| b<1> | sum<3> | 8.266 | | |
| b<2> | cout | 6.393 | | |
| b<2> | sum<2> | 6.008 | | |
| b<2> | sum<3> | 6.756 | | |
| b<3> | cout | 5.725 | | |
| b<3> | sum<3> | 6.077 | | |
| - | cout | 8.623 | | |
| | sum<0> | 6.340 | | |
| • | sum<1> | 7.245 | | |
| | sum<2> | 8.238 | | |
| cin s | sum<3> | 8.986 | | |
| | ++ | ·+ | | |











بخش دوم

مىدانيم:

$$\begin{split} C_{i+1} &= G_i + P_i C_i \\ P_i &= A_i + B_i \\ G_i &= A_i B_i \end{split}$$

پس داریم:

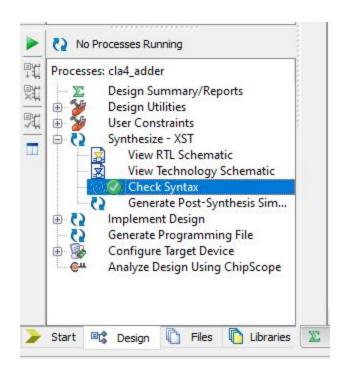
 $C_{i+1} = A_i B_i + (A_i + B_i) C_i$

> ISE Project Navigator (P.20131013) - D:\Xilinx\project_one\cla4\cla4.xise - [cla4_adder.v] File Edit View Project Source Process Tools Window Layout Help 9 // Project Name:

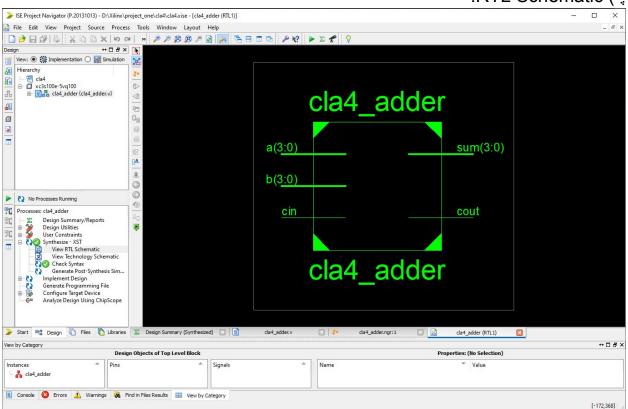
10 // Target Devices:
11 // Tool versions:
12 // Description:
13 //
14 // Dependencies:
15 //
16 // Revision:
17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 /////
21 module clad adder(
22 input [3:0] a,
23 input [3:0] b,
input [3:0] b,
input [3:0] soutput [3:0] sum,
output [3:0] sum,
output cout
27); ↔ 🗆 🗗 × 📑 Design ← □ 6 X

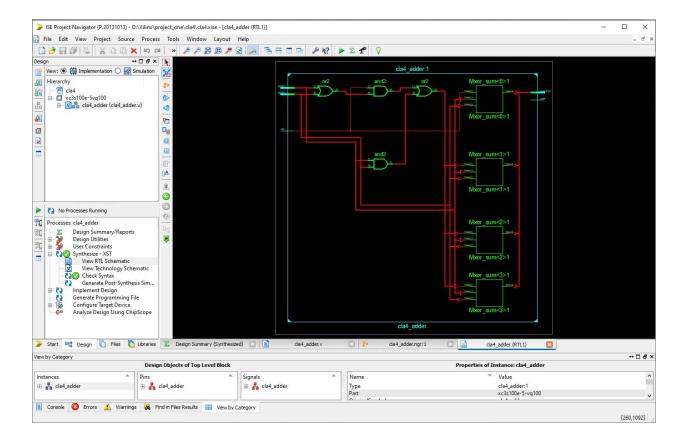
| Vew: ● ∰ Implementation ○ ∰ Smulation
| Hierarchy
| □ cla4
| □ □ xx3s100e-5vq100
| □ № □ cla4_adder.v) 4 **2** 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 40 41 42 43 44 45 0 wire [4:0] c; assign c[0] = cin; No Processes Running Processes: cla4_adder COCESS Design Summary/Reports Design Utilities User Constraints Synthesize - XST N Synthesize - XST
View RTL Schematic
View Technology Schematic
Check Syntax
Generate Post-Synthesis Sim...
Implement Design
Generate Programming File
Configure Target Device
Analyze Design Using ChipScope endgenerate assign cout = c[4]; endmodule > Start Design Tiles Libraries Design Summary × da4_adder.v × + □ & × Launching Design Summary/Report Viewer... Started: "Launching ISE Text Editor to edit cla4_adder.v". Console Console Warnings Knid in Files Results

ب)

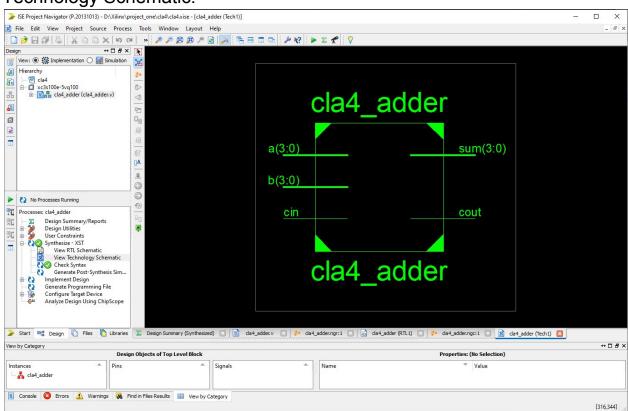


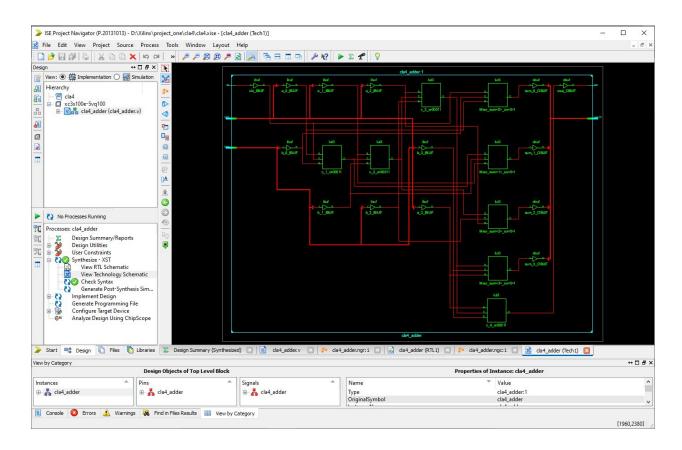
:RTL Schematic (پ

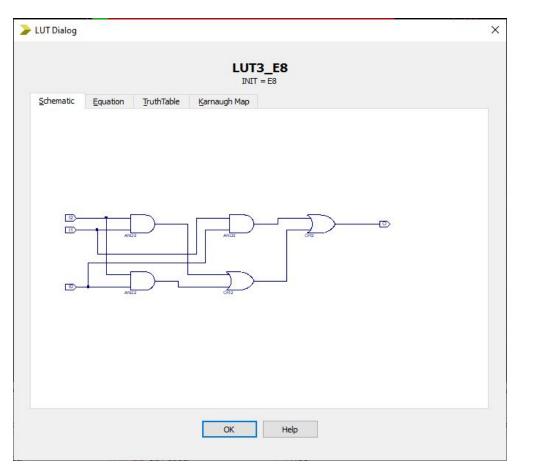




Technology Schematic:



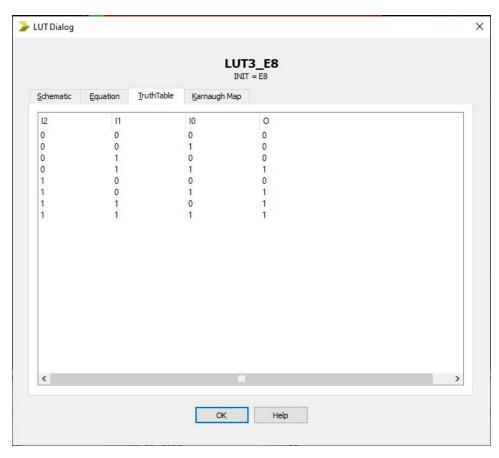


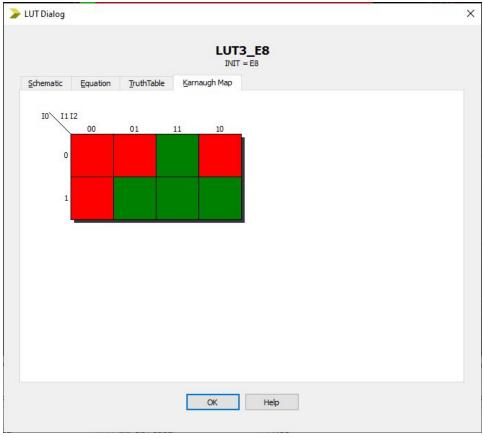


> LUT Dialog

X

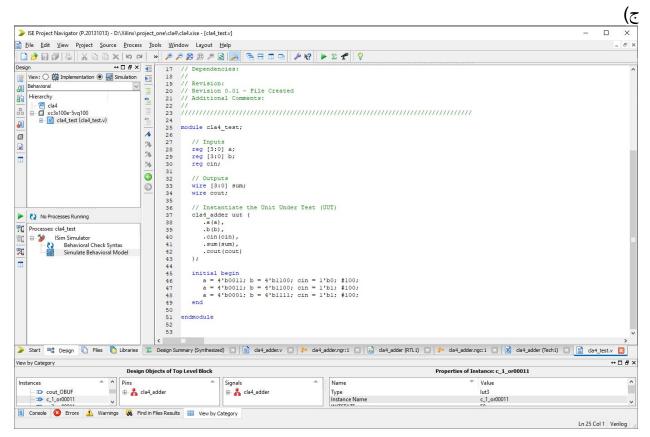
ت)



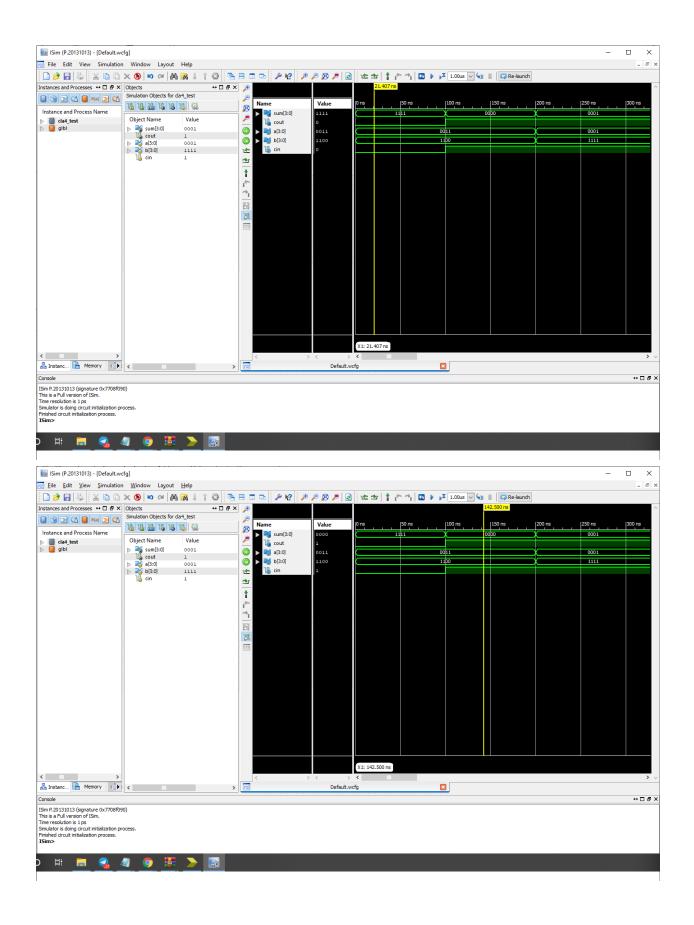


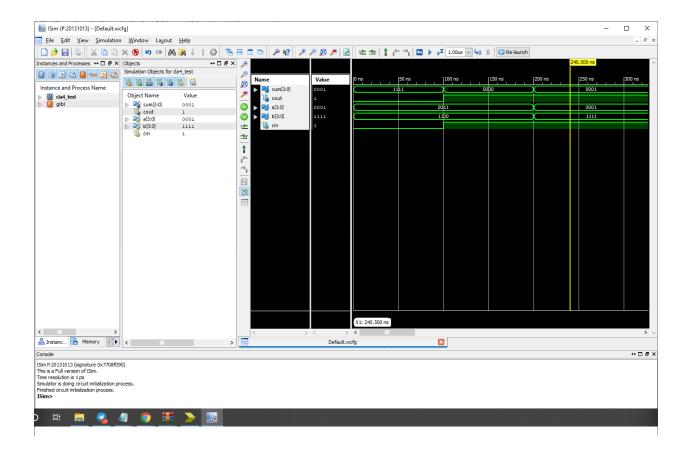
Pad to Pad

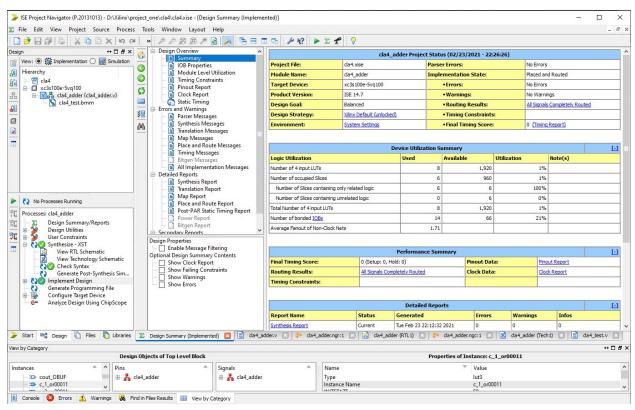
| Pad to Pad | - | ++ | |
|--|---|---|--|
| Source Pad | Destina | ation Pad Delay | |
| a<0> a<0> a<0> a<0> a<0> a<0> a<1> a<1> a<1> a<1> a<1> a<1> a<2> a<2> a<2> a<2> a<2> a<3> b<0> b<0> b<0> b<0> b<1> b<1> b<1> b<1> b<1> b<1> b<1> b<1 | Destination cout sum<0> sum<1> sum<2> sum<3> cout sum<2> sum<3> cout sum<3> cout sum<3> cout sum<3> cout sum<1> sum<2> sum<3> cout sum<2> sum<3> cout sum<2> sum<3> cout sum<3> cout sum<3> cout sum<1> sum<2> sum<3> cout sum<1> sum<1 sum<1 | ++ ation Pad Delay++ 8.381 5.692 7.003 7.996 8.744 7.626 6.226 7.241 7.989 6.245 5.860 6.608 5.934 6.141 8.146 5.765 6.768 7.761 8.509 7.903 6.469 7.518 8.266 6.393 6.008 6.756 5.725 6.077 8.623 | |
| 1 | um<0> | 6.023 6.340 | |
| | um<1> | 7.245 | |
| • | um<2> | 8.238 | |
| • | um<3> | 8.986 | |
| | | ++ | |











بخش سوم:

از آن جا که در هنگام نوشتن کد Verilog به صورت Data flow کامپایلر و یا Xilinx ISE خود اقدام به تعیین و بهبود کد ما میکند، در این جا در هر دو نوع CLA و Ripple Adder زمان تاخیر یکسان شده این به دلیل آن است که به احتمال زیاد Xilinx ISE کد ما را به یک صورت سنتز کرده است.

این در حالی است که به لحاظ تئوری میدانیم که در Ripple Adder ، تاخیر بیشتر و گیت ها و در نتیجه منابع مورد استفاده بیشتر است.