

14.03.2011

©

1st midterm exam

April 20th, 2011

wednesday 1330 -
1530

$$\text{OVERFLOW} = C_{n+1} \oplus C_n$$

Look-ahead carry adders:

Xilinx → Fast carry logic in order
to simplify the look ahead carry generation
circuits.

A_i	B_i	C_i	C_{i+1}
-------	-------	-------	-----------

0 0 0

0

$A_i = B_i \Rightarrow C_{i+1} = A_i$

0 0 1

0

0 1 0

0

0 1 1

1

$A_i \neq B_i \Rightarrow C_{i+1} = C_i$

1 0 0

0

1 0 1

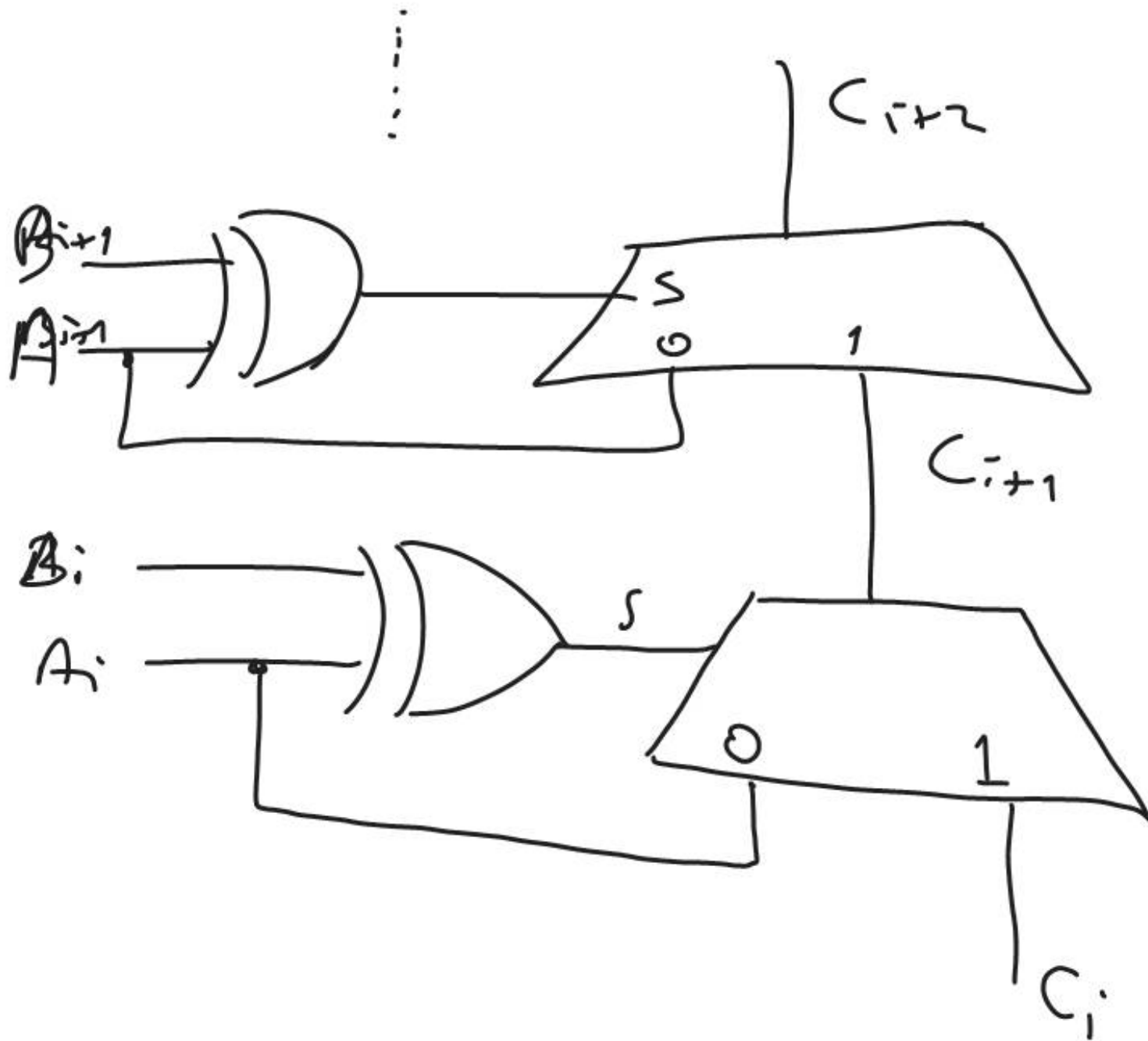
1

1 1 1

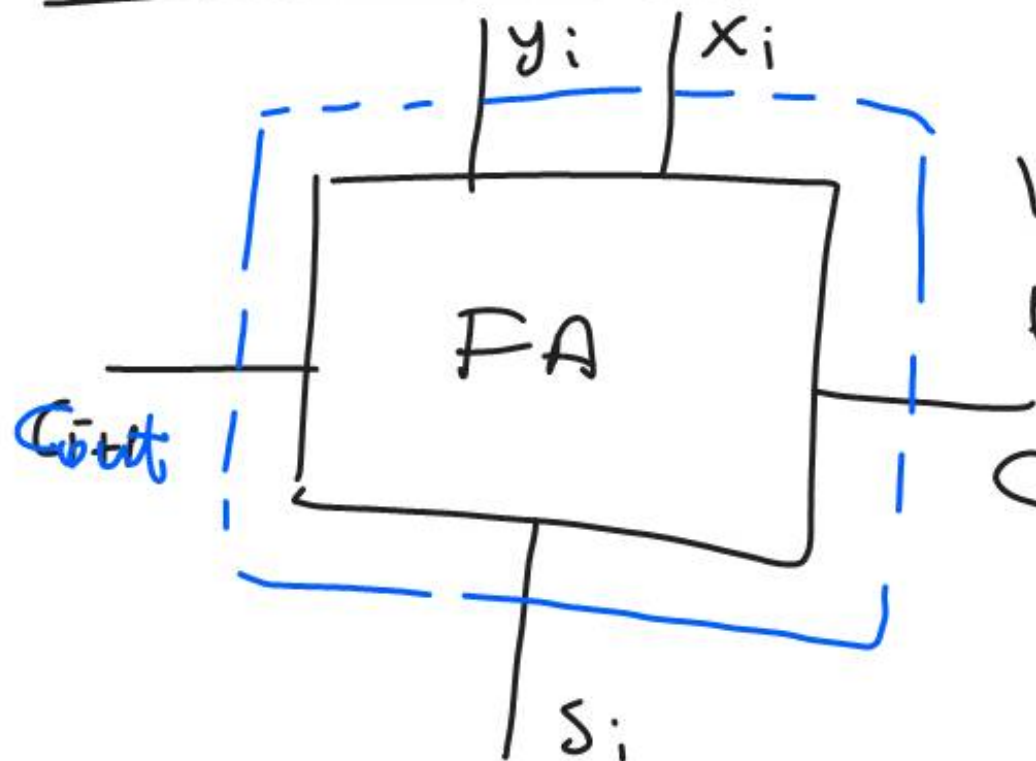
1

$A_i = B_i \Rightarrow C_{i+1} = A_i$

Fast Carry
Logic



A Full-Adder (1-bit)



VHDL code:

```
LIBRARY ieee;  
USE ieee.std_logic_1164.all;  
ENTITY FullAdd IS  
    PORT ( C_i, x_i, y_i : IN  
          S_i, C_out : OUT STD_LOGIC );  
END FullAdd;
```

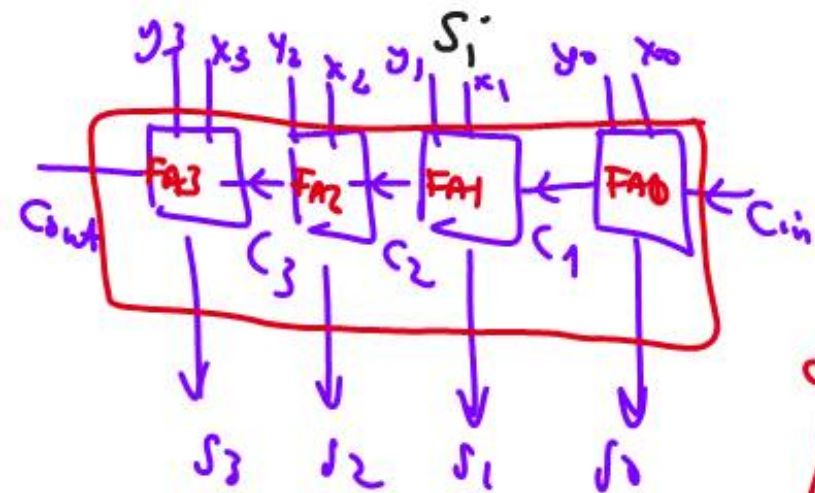
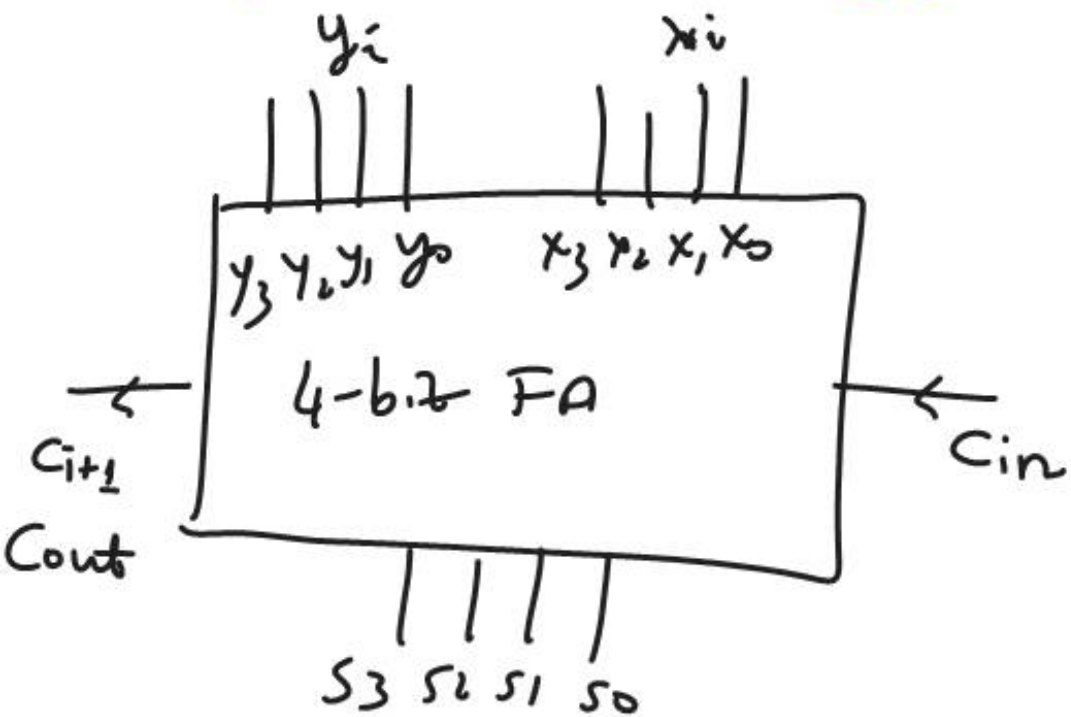
ARCHITECTURE Structure OF
BEGIN

$S_i \leftarrow x_i \text{ XOR } y_i \text{ XOR } C_i;$

$C_{out} \leftarrow (x_i \text{ AND } y_i) \text{ OR } (x_i \text{ AND } C_i) \text{ OR } (y_i \text{ AND } C_i);$

END Structure;

A 4-bit Full Adder



LIBRARY ieee;
 USE ieee. --- ;

ENTITY Adder4 IS

port (x, y : IN STD_LOGIC_VECTOR
 (3 DOWN TO 0);

Cin : IN STD_LOGIC;

S : OUT STD_LOGIC_VECTOR
 (3 DOWN TO 0);

Cout : OUT STD_LOGIC);

END Adder4;

ARCHITECTURE Structure of Adder4 IS

SIGNAL C1, C2, C3 : STD_LOGIC;

COMPONENT FullAdd

PORT (Cin, x, y : IN STD_LOGIC;
 S, Cout : OUT STD_LOGIC);

END COMPONENT;

BEGIN

Stage 0: FullAdd Portmap (C_{in}, x₀, y₀, s₀, C₁);

Stage 1: FullAdd Portmap (C₁, x₁, y₁, s₁, C₂);

Stage 2: FullAdd Portmap (C₂, x₂, y₂, s₂, C₃);

Stage 3: FullAdd Portmap (C₃, x₃, y₃, s₃, C_{out});

END Structure;

positional association

(C_{in} ⇒ C₃, C_{out} ⇒ C_{out}, x ⇒ x₃, y ⇒ y₃, s ⇒ s₃)

named association

If we use a package 1-bit FA:

```
LIBRARY work;
```

```
USE work.FullAdd - package.all;
```

```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.all;
```

```
PACKAGE FullAdd - package IS
```

```
COMPONENT FullAdd
```

```
PORT ( Cin, x, y : IN STD_LOGIC;  
       S, Cout : OUT STD_LOGIC );
```

```
END COMPONENT;
```

```
END FullAdd - package.
```