
CS666 Assignment 1

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1 Question 1

Design a Verilog module for the 1-bit full adder that should have three inputs: A, B, and Cin (carry-in), and two outputs: Sum and Cout (carry-out). Now, using instantiation of the 1-bit full adder module, design a 8-bit full adder that should have three inputs: A (8-bit input), B (8-bit input), and Cin (1-bit carry-in), and two outputs: Sum (8-bit output) and Cout (1-bit carry-out).

Ans:

Full adder circuit:

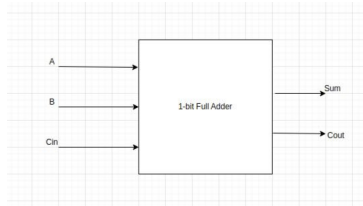


Figure 1: 1-bit full adder

Truth table:

A	B	Cin	Sum	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

$$\text{Cout} = A.B + \text{Cin} . (A \oplus B)$$
$$\text{Sum} = A \oplus B \oplus \text{Cin}$$

The above full adder circuit is implemented in **one_bit_full_adder.v**. Now series of such full adders are connected to get n-bit full adder circuit as shown below:

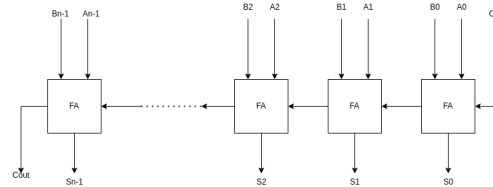


Figure 2: n-bit full adder

2 Question 2

Write a Verilog module for 4-bit multiplication? The module should have two 4-bit inputs, A and B, and produce an 8-bit product, P. The computational workflow is shown in Figure 1. Firstly, generate a partial product matrix with dimensions of 4x8. Then, compress the matrix to a 2x8 matrix using a 1-bit full adder module that was designed earlier. Finally, generate the final result using an 8-bit adder module that was also designed earlier.

Ans:

The multiplication two 4-bit values A [$A_3A_2A_1A_0$] and B [$B_3B_2B_1B_0$] results in 4 partial products which can be represented in 4 x 8 matrix as shown below:

A_0B_0	A_1B_0	A_2B_0	A_3B_0	0	0	0	0
0	A_0B_1	A_1B_1	A_2B_1	A_3B_1	0	0	0
0	0	A_0B_2	A_1B_2	A_2B_2	A_3B_2	0	0
0	0	0	A_0B_3	A_1B_3	A_2B_3	A_3B_3	0

Now, the first two rows and last two rows are added using 8-bit full adder realised as in question 1 to generate 2 X 8 matrix. Finally, these two rows are added using 8-bit full adder to get the final product.

3 Question 3

Write a Verilog code for a 4-bit forward counting synchronous Johnson counter with a one-bit reset signal. The Johnson counter is a type of shift register that cycles through a sequence of $2n$ states. In this case, the 4-bit counter will produce 16 states, each represented by a unique 4-bit binary pattern. Additionally, the counter should be able to reset to its initial state when a one-bit reset signal is asserted. The input consists of two signals 1. clock; 2. reset signal; and the output is a 4-bit value representing the state of the counter at a particular state.

Ans:

Johnson counter is synchronous sequential circuit that uses same clock to all the D- flip flops used in the circuit. For n-flipflop Johnson counter we have a MOD- $2n$ counter. That means the counter has $2n$ different states. Total number of used and unused states in n-bit Johnson counter:

1. number of used states= $2 * n$

2. number of unused states= $2^n - 2 * n$

4-bit Johnson counter circuit: Truth table:

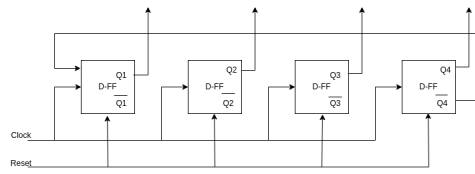


Figure 3: 4-bit Jhonson Counter

clock	Q1	Q2	Q3	Q4
0	0	0	0	0
1	1	0	0	0
2	1	1	0	0
3	1	1	1	0
4	1	1	1	1
5	0	1	1	1
6	0	0	1	1
7	0	0	0	1
8	0	0	0	0