



DIGITAL IC DESIGN LAB (EC1062)



LAB ASSIGNMENT - 1

Submitted By:

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Submitted To:

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Submitted on:

Design 1: Half Adder

Objective:

To design and implement a Half Adder circuit using basic logic gates.

Specification:

The Half Adder adds two 1-bit binary numbers (A and B) and produces a Sum (S) and Carry (C).

Formulas:

$$\text{Sum (S)} = A \oplus B$$

$$\text{Carry (C)} = A \cdot B$$

Truth Table:

A	B	Sum (S)	Carry (C)
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Logic/ Block-level implementation:

The Half Adder is implemented using an XOR gate for Sum and an AND gate for Carry.

Block Diagram:

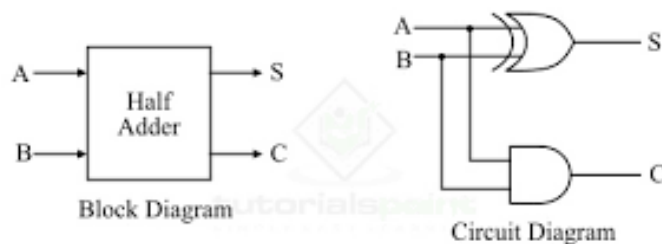


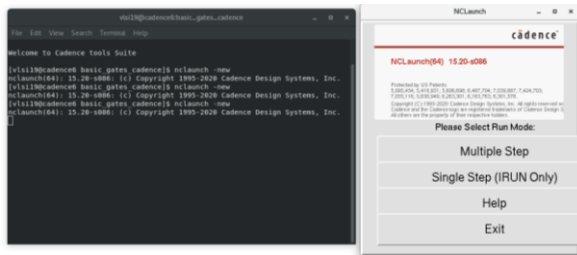
Figure 1 - Half Adder

RTL Coding:

```
module half_adder (  
    input A,  
    input B,  
    output Sum,  
    output Carry  
);  
    assign Sum = A ^ B;  
    assign Carry = A & B;  
endmodule
```

Simulation Setup:

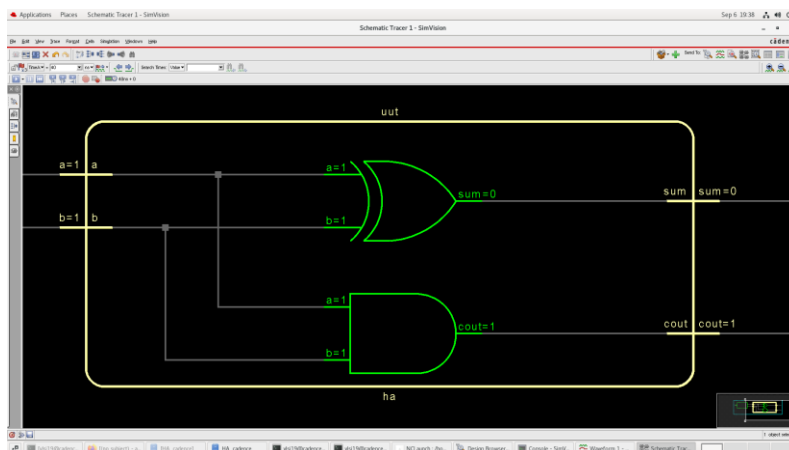
The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.



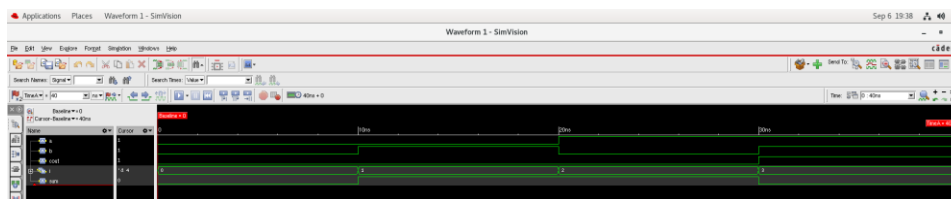
Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.

Schematic Diagram:



Functional Verification Waveform:



Observations:

The circuit worked as expected. Propagation delay was observed for the combinational circuit.

Design 2: Full Adder

Objective:

To design and implement a Full Adder circuit using Half Adders.

Specification:

The Full Adder adds three 1-bit binary numbers (A, B, Cin) and produces a Sum (S) and Carry (Cout).

Formulas:

$$\text{Sum (S)} = A \oplus B \oplus \text{Cin}$$

$$\text{Carry (Cout)} = (A \cdot B) + (\text{Cin} \cdot (A \oplus B))$$

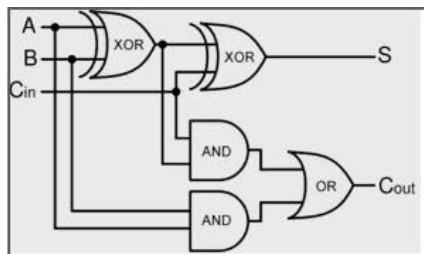
Truth Table:

A	B	Cin	Sum (S)	Carry (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

Logic/ Block-level implementation:

The Full Adder is implemented using two Half Adders and an OR gate for final Carry.

Block Diagram:

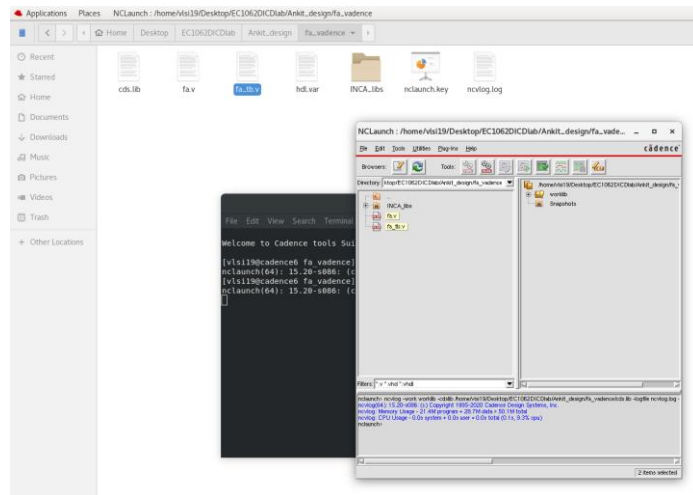


RTL Coding:

```
module full_adder (input A,input B, input Cin, output Sum,output Carry);  
    wire S1, C1, C2;  
    assign S1 = A ^ B;  
    assign Sum = S1 ^ Cin;  
    assign C1 = A & B;  
    assign C2 = S1 & Cin;  
    assign Carry = C1 | C2;  
endmodule
```

Simulation Setup:

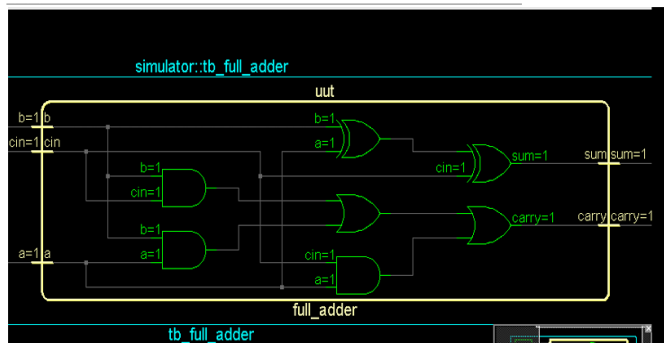
The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.



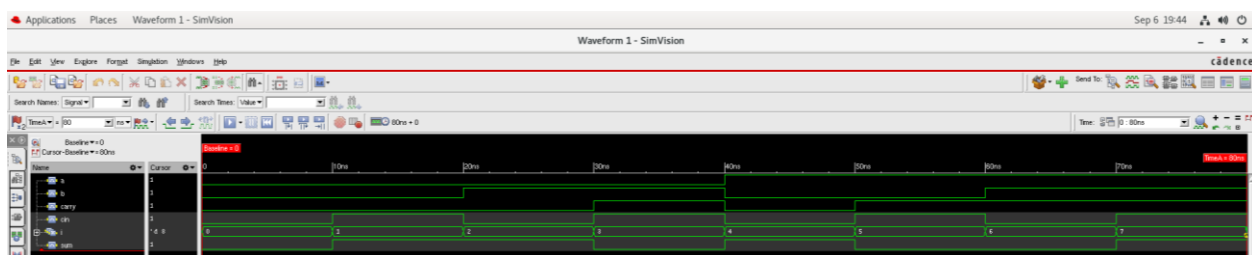
Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.

Schematic Diagram:



Functional Verification Waveform:



Observations:

The circuit worked as expected.



Design 3: Half Subtractor

Objective:

To design and implement a Half Subtractor circuit using basic logic gates.

Specification:

The Half Subtractor subtracts two 1-bit binary numbers (A and B) and produces a Difference (D) and Borrow (B).

Formulas:

$$\text{Difference (D)} = A \oplus B$$

$$\text{Borrow (B)} = B \cdot \neg A$$

Truth Table:

A	B	Difference (D)	Borrow (B)
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

Logic/ Block-level implementation:

The Half Subtractor is implemented using an XOR gate for Difference and an AND gate for Borrow, with the input B inverted.

RTL Coding:

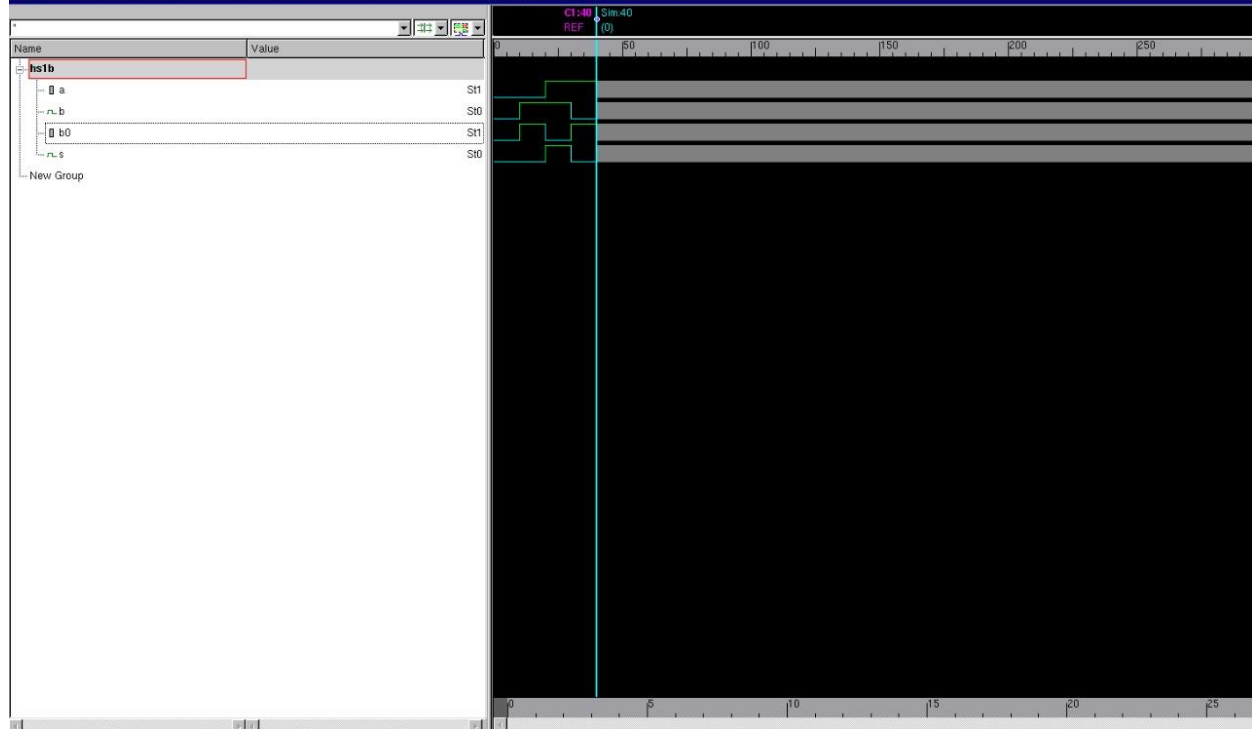
```
module half_subtractor (  
    input A,  
    input B,  
    output Difference,  
    output Borrow  
);  
    assign Difference = A ^ B;  
    assign Borrow = ~A & B;  
endmodule
```

Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.



Observations:

The circuit worked as expected.



Design 4: Full Subtractor

Objective:

To design and implement a Full Subtractor circuit using Half Subtractors.

Specification:

The Full Subtractor subtracts three 1-bit binary numbers (A, B, Bin) and produces a Difference (D) and Borrow (Bout).

Formulas:

$$\text{Difference (D)} = A \oplus B \oplus \text{Bin}$$

$$\text{Borrow (Bout)} = (\neg A \cdot B) + (\neg(A \oplus B) \cdot \text{Bin})$$

Truth Table:

A	B	Bin	Difference (D)	Borrow (Bout)
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	0
1	1	1	1	1

Logic/ Block-level implementation:

The Full Subtractor is implemented using two Half Subtractors and an OR gate for final Borrow.

RTL Coding:

```
module full_subtractor (  
    input A,  
    input B,  
    input Bin,  
    output Difference,  
    output Borrow  
);  
    wire D1, B1, B2;  
    assign D1 = A ^ B;  
    assign Difference = D1 ^ Bin;  
    assign B1 = ~A & B;  
    assign B2 = ~D1 & Bin;  
    assign Borrow = B1 | B2;  
endmodule
```

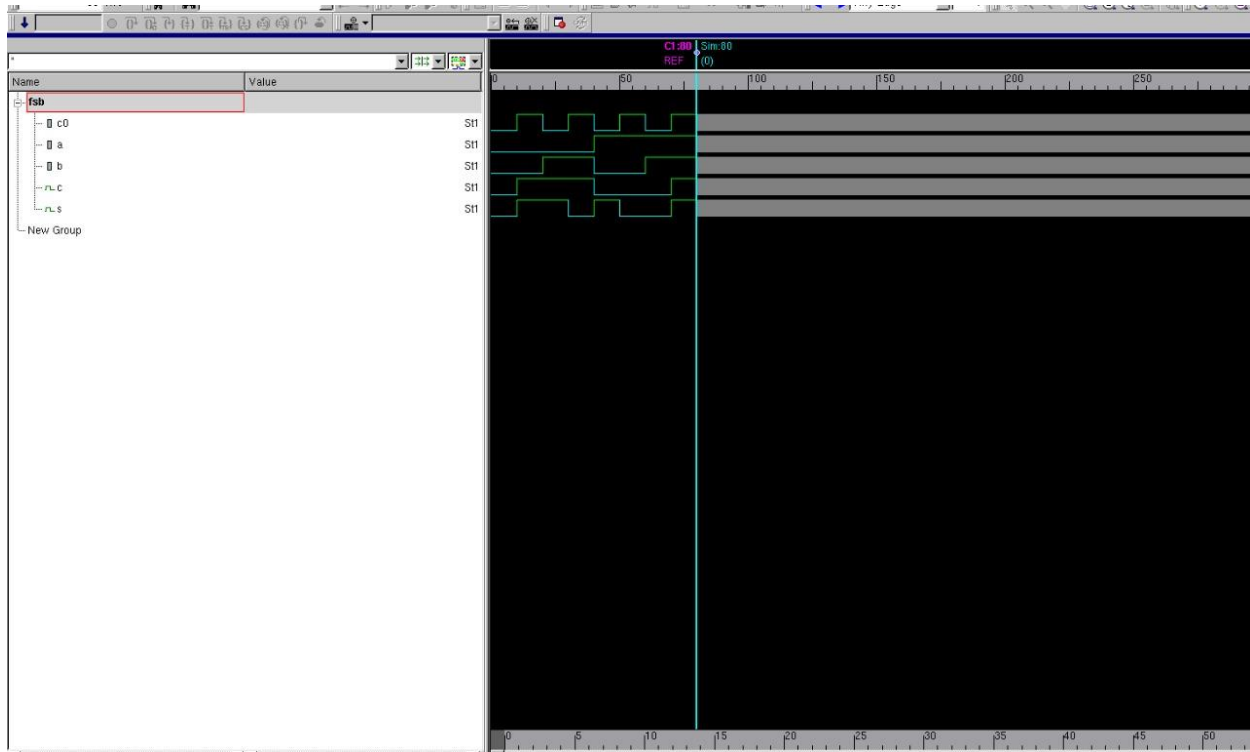



Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.



Observations:

The circuit worked as expected.



Design 5: Multiplexer

Objective:

To design and implement a 2:1 Multiplexer circuit using logic gates.

Specification:

The 2:1 Multiplexer selects one of the two input signals (A, B) based on the select line (S).

Formula:

$$Y = (\neg S \cdot A) + (S \cdot B)$$

Truth Table:

S	A	B	Y
0	0	0	0
0	1	0	1
1	0	0	0
1	1	1	1

Logic/ Block-level implementation:

The Multiplexer is implemented using AND, OR, and NOT gates.

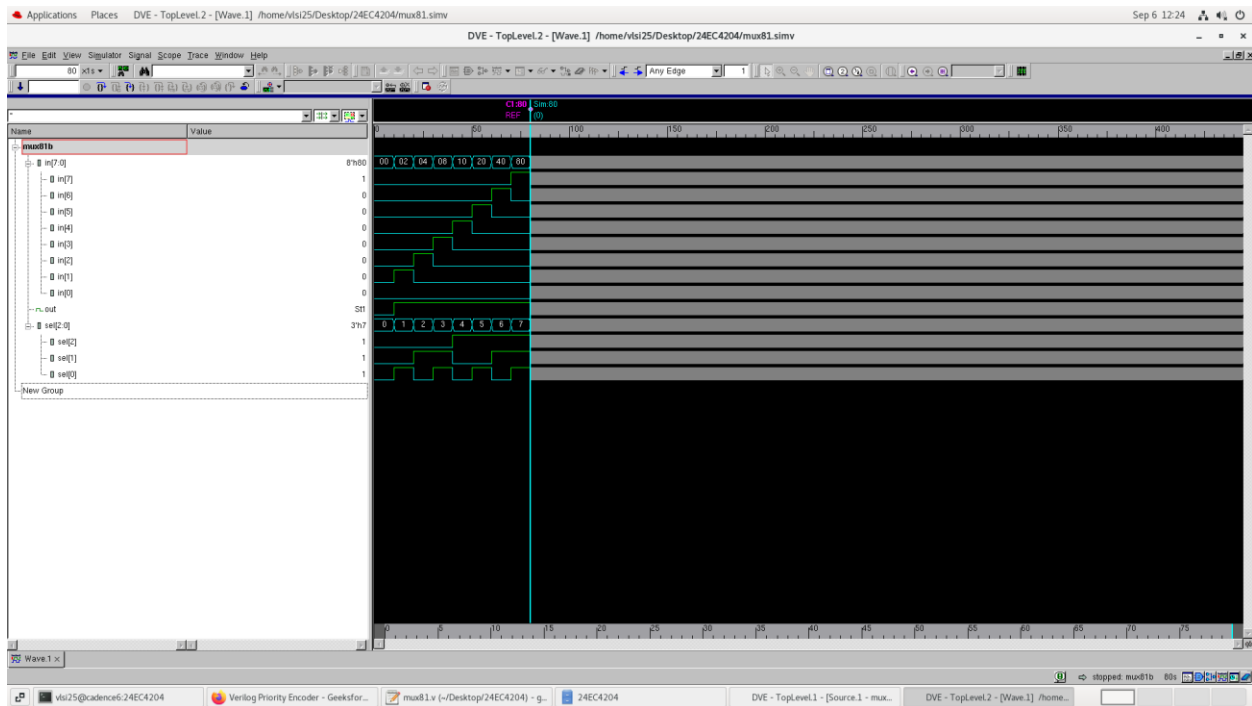
RTL Coding:

```
module multiplexer_2to1 (  
    input A,  
    input B,  
    input S,  
    output Y  
);  
    assign Y = (~S & A) | (S & B);  
endmodule
```

Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.



Observations:

The circuit worked as expected. Propagation delay was observed for the combinational circuit.



Design 6: De-Multiplexer

Objective:

To design and implement a 1:2 De-Multiplexer circuit using logic gates.

Specification:

The 1:2 De-Multiplexer sends an input signal (I) to one of the two outputs (Y0, Y1) based on the select line (S).

Formulas:

$$Y0 = I \cdot \neg S$$

$$Y1 = I \cdot S$$

Truth Table:

S	I	Y0	Y1
0	0	0	0
0	1	1	0
1	0	0	0
1	1	0	1

Logic/ Block-level implementation:

The De-Multiplexer is implemented using AND and NOT gates.

RTL Coding:

```
module demultiplexer_1to2 (  
    input I,  
    input S,  
    output Y0,  
    output Y1  
);  
    assign Y0 = I & ~S;  
    assign Y1 = I & S;  
endmodule
```

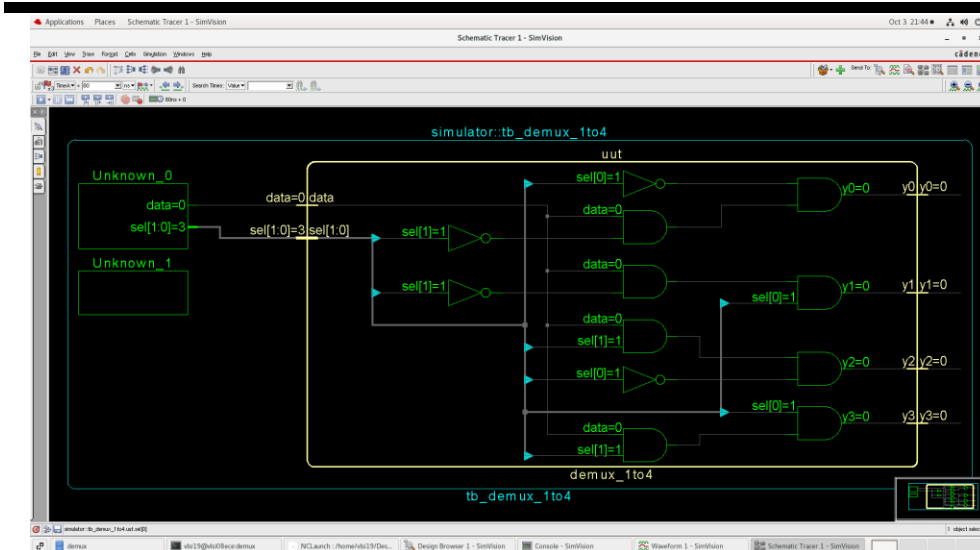
Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.

Schematic Diagram:



Functional Verification Waveform:



Observations:

The circuit worked as expected. Propagation delay was observed for the combinational circuit.



Design 7: Decoder

Objective:

To design and implement a 2:4 Decoder circuit using logic gates.

Specification:

The 2:4 Decoder takes a 2-bit input and decodes it to activate one of the four output lines.

Formulas:

$$Y_0 = \neg A_1 \cdot \neg A_0$$

$$Y_1 = \neg A_1 \cdot A_0$$

$$Y_2 = A_1 \cdot \neg A_0$$

$$Y_3 = A_1 \cdot A_0$$

Truth Table:

A1	A0	Y3	Y2	Y1	Y0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

Logic/ Block-level implementation:

The Decoder is implemented using AND and NOT gates.

RTL Coding:

```
module decoder_2to4 (  
    input [1:0] A,  
    output [3:0] Y  
);  
    assign Y[0] = ~A[1] & ~A[0];  
    assign Y[1] = ~A[1] & A[0];  
    assign Y[2] = A[1] & ~A[0];  
    assign Y[3] = A[1] & A[0];  
endmodule
```

Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.

Observations:

The circuit worked as expected.



Design 8: Priority Encoder

Objective:

To design and implement a 4:2 Encoder circuit using logic gates.

Specification:

The 4:2 Encoder takes four input signals and encodes them to produce a 2-bit output.

Formulas:

$$Y1 = A2 + A3$$

$$Y0 = A1 + A3$$

Truth Table:

A3	A2	A1	A0	Y1	Y0
0	0	0	1	0	0
0	0	1	0	0	1
0	1	0	0	1	0
1	0	0	0	1	1

RTL Coding:

```
module priority_encoder (  
    input [3:0] in, // 4 input lines  
    output reg [1:0] out // 2 output lines  
);  
always @(*) begin  
    casez (in)  
        4'b0001: out = 2'b00; // Lowest priority  
        4'b001?: out = 2'b01;  
        4'b01??: out = 2'b10;  
        4'b1??? : out = 2'b11; // Highest priority  
        default: out = 2'b00; // Default case  
    endcase  
end  
endmodule
```

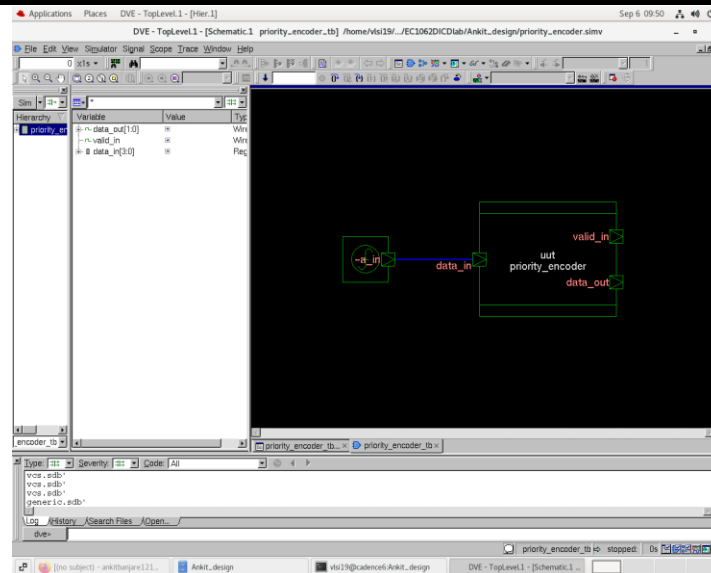
Simulation Setup:

The simulation was carried out using Cadence NCLaunch. The input waveforms were provided, and output waveforms were observed.

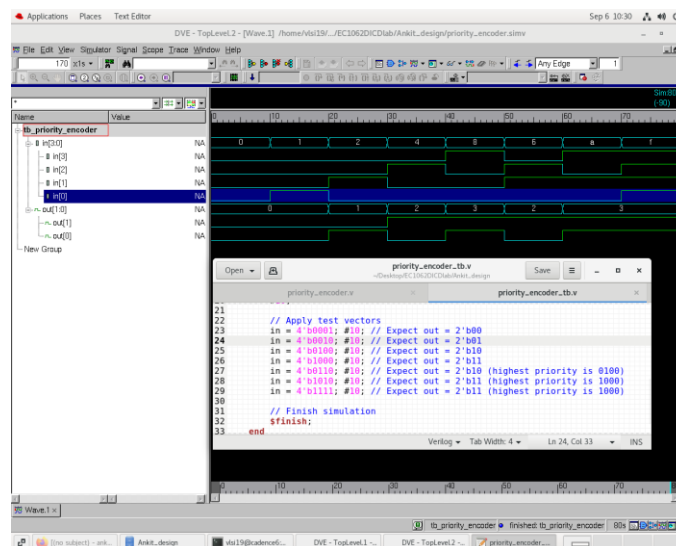
Experimental Results:

The expected results were observed from the simulation, and they matched the theoretical truth table for the circuit.

Schematic Diagram:



Functional Verification Waveform:



Observations:

The circuit worked as expected. Propagation delay was observed for the combinational circuit.