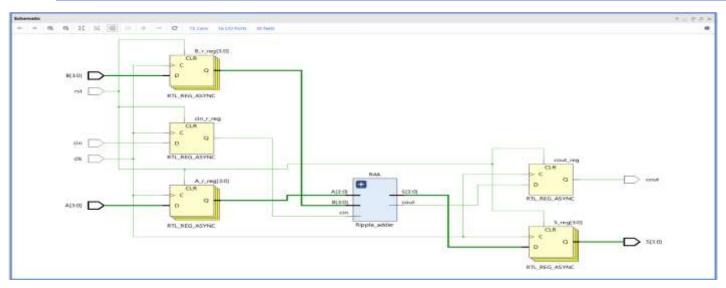
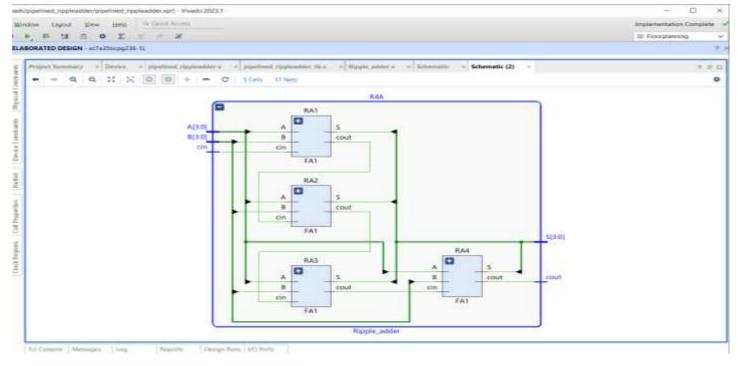
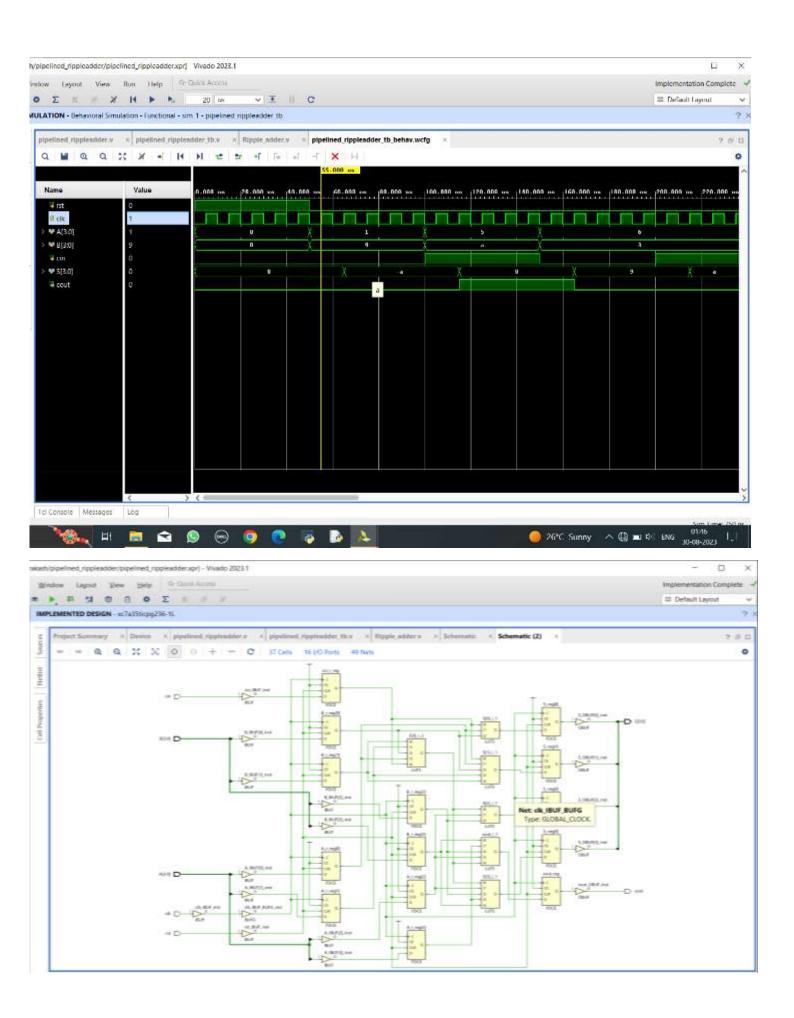
## 1) 4-bit adder with pipeline registers only at the input and outputs of the 4-bit adder.

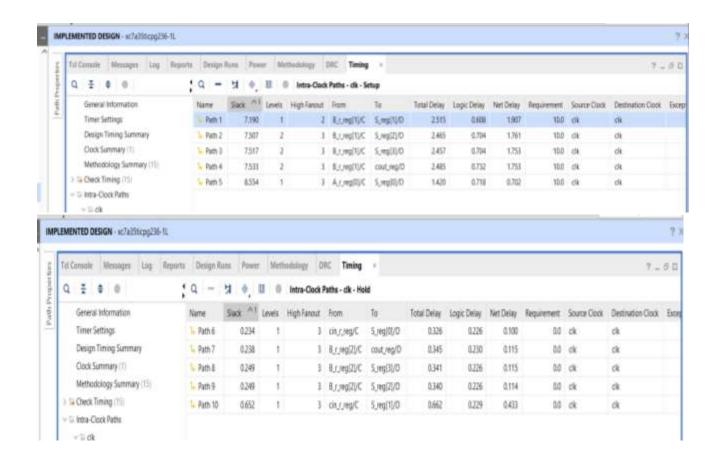
```
pipelined_rippleadder.v
C:/Users/Bhanuprakash/pipelined_rippleadder/pipelined_rippleadder.srcs/sources_1/new/pipelined_rippleadder.v
Q 📓 * * % 📵 🛍 X // 🎟 Q
19
20 €
21
22 1
23 🖯
        module pipelined_rippleadder(
24
           input [3:0]A,
25
           input [3:0]B,
26
            input cin,
27
           input clk,
28
           input rst,
29
            output reg [3:0] S,
30
            output reg cout
31
32 !
            wire [3:0] S f;
33
            wire cout f;
34
          reg [3:0]A r,B r;
35
            reg cin r;
           \label{eq:resolvent} \mbox{Ripple\_adder R4A } (.\mbox{A(A\_r),.B(B\_r),.cin(cin\_r),.S(S\_f),.cout(cout\_f));}
36
37
38 ₩ 0
           always @(posedge clk,posedge rst)
39 ⊕
            begin
40 0
            if(rst)
              begin
41 0
     0
42
                A r <= 4'b0000;
     0
43
                B r <= 4'b0000;
     0
44
                 cin r <=1'b0;
     0
45
                 s<=4'b0000;
46.1
                cout<=0;
47 ⊝
                end
48
             else
49 🖯
              begin
     0
50 \
                A r <= A;
    0
51
                 B r <= B;
     0
52 1
                 cin r <= cin;
53 !
                s<=s f;
54 | 0
                 cout <= cout f;
55 A
56 €
57 A
        endmodule
58
59
```

```
25
22
23 9
        module Ripple_adder(
24
            input [3:0]A,
25
            input [3:0]B,
25
            input cin,
27
            output [3:0] S,
28
            output cout
29
            1;
30
            wire c0,c1,c2,c3;
33
           FA1 RA1 (.A(A[0]),.B(B[0]),.cin(cin),.S(S[0]),.cout(c0));
32
           FA1 RA2 (.A(A[1]),.B(B[1]),.cin(c0),.S(S[1]),.cout(c1));
33
           FA1 RA3 (.A(A[2]),.B(B[2]),.cin(c1),.S(S[2]),.cout(c2));
34
           FA1 RA4 (.A(A[3]),.B(B[3]),.cin(c2),.S(S[3]),.cout(c3));
35
36
        assign cout = c3;
37 🖨
         endmodule
38
```









The most critical path in this method is B\_r\_reg[1]/C to S\_reg[1]/D and the slack is 7.190ns