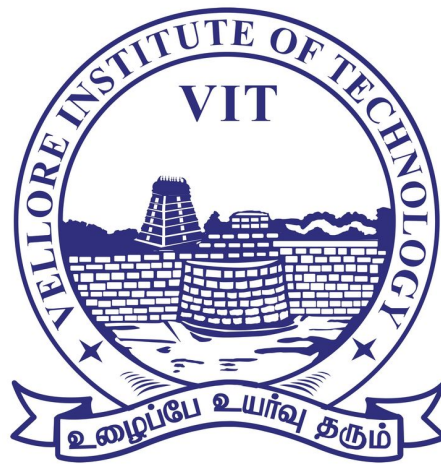


VLSI LAB Digital Assignment 6

Submitted by:

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School of Electrical Engineering

Faculty: Professor Balamurugan S

Course: EEE-4028

Course Name: VLSI Lab

Lab Slot: L43 + L44

This work is submitted in partial fulfilment of the requirement of the award of the degree of Bachelor of Technology in EEE

April 21, 2022

4-BIT and 5-BIT BINARY SQUARER

Objectives

1. To provide students with the background needed to design, develop, and test digital arithmetic circuits using IEEE standard Verilog HDL.
2. To provide an understanding complex arithmetic circuit design principles and its architecture design.

Outcomes

1. After completion of this course the students will be familiar with design and implementation of Digital Arithmetic building blocks using Verilog HDL and Modelsim Software.

AIM

1. Design a 4bit and 5bit binary squarer using full adders and half adders.

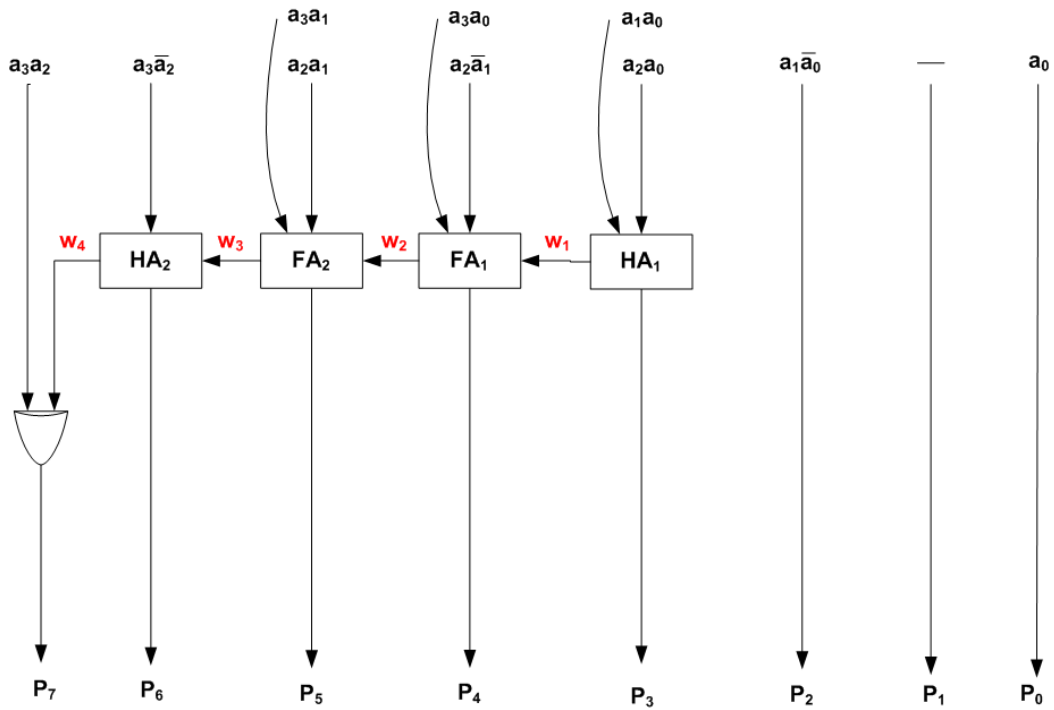
REQUIRED SOFTWARE

1. Model sim software for simulation
2. Microsoft Visio for making flowchart
3. Documentation to be done using \LaTeX

CIRCUIT DIAGRAM

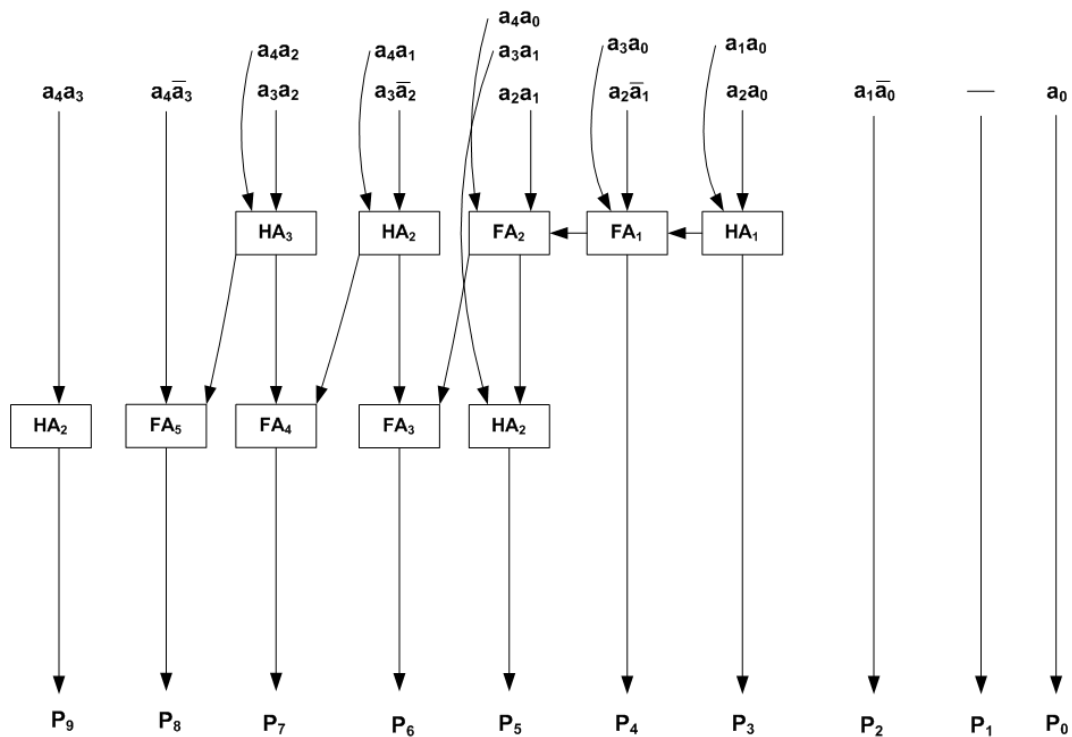
4-BIT SQUARER

19BEE0167 – Swarup Tripathy



5-BIT SQUARER

19BEE0167 – Swarup Tripathy



Design Code for 5bit

1. Verilog Module — designcode.v

```
module squarer_5bit_19BEE0167(input [4:0]a,
    output [9:0]p);
    wire [7:0]w;

    assign p[0]=a[0];
    assign p[1]=0;
    assign p[2]=(a[1]&~(a[0]));

    ha_df_19BEE0167 ha1((a[2]&a[0]),(a[1]&a[0]),p[3],w[1]);
    fa_df_19BEE0167 fa1((a[3]&a[0]),(a[2]&~(a[1])),w[1],p[4],w[2]);
    fa_df_19BEE0167 fa2((a[4]&a[0]),(a[3]&a[1]),w[2],w[3],w[4]);
    fa_df_19BEE0167 fa3((a[4]&a[1]),(a[3]&~(a[2])),w[4],p[6],w[5]);
    fa_df_19BEE0167 fa4((a[4]&a[2]),(a[3]&a[2]),w[5],p[7],w[6]);
    ha_df_19BEE0167 ha2((a[4]&~(a[3])),w[6],p[8],w[7]);
    assign p[9]= ((a[4]&a[3])^w[7]);

    assign p[5]=((a[2]&a[1])^w[3]);

endmodule
```

Design Code for 4bit

1. Verilog Module — designcode.v

```
module squarer_4bit_19BEE0167(input [3:0]a,
    output [7:0]p);
    //wire [5:0]w;
    wire [4:0]w;

    assign p[0]=a[0];
    assign p[1]=0;
    assign p[2]=(a[1]&(~a[0]));

    ha_df_19BEE0167 ha1((a[1]&a[0]),(a[2]&a[0]),p[3],w[1]);
    fa_df_19BEE0167 fa1((a[2]&~(a[1])),(a[3]&a[0]),w[1],p[4],w[2]);
    fa_df_19BEE0167 fa2((a[2]&a[1]),(a[3]&a[1]),w[2],p[5],w[3]);
    ha_df_19BEE0167 ha2((a[3]&~(a[2])),w[3],p[6],w[4]);
    //ha_df ha3((a[3]&a[2]),w[4],p[7],w[5]);
    assign p[7]=((a[3]&a[2])^w[4]);
```

```
endmodule
```

2. Fulladder.v

```
module fa_df_19BEE0167(input a,b,cin,output sum,cout);  
  assign sum=a^b^cin;  
  assign cout=(a^b)&cin|(a&b);  
endmodule
```

3. Halfadder.v

```
module half_adder(input a,b, output sum,cout);  
  xor x1(sum,a,b);  
  and a1(cout,a,b);  
endmodule
```

4. Test Fixture — Test.v

```
module tb_squarer_5bit_19BEE0167_test;  
  reg[4:0]A;  
  
  wire[9:0]S;  
  reg[9:0]check;  
  
  squarer_5bit_19BEE0167 uut(A,S);  
  initial repeat(10) begin  
    A = $random;  
  
    check = A*A;  
    #10 $display($time," %d=%d(%d) ",A,S,check);  
    end  
endmodule
```

5. Test Fixture — Test.v

```
module tb_squarer_4bit_19BEE0167_test;  
  reg[3:0]A;  
  
  wire[7:0]S;  
  reg[7:0]check;
```

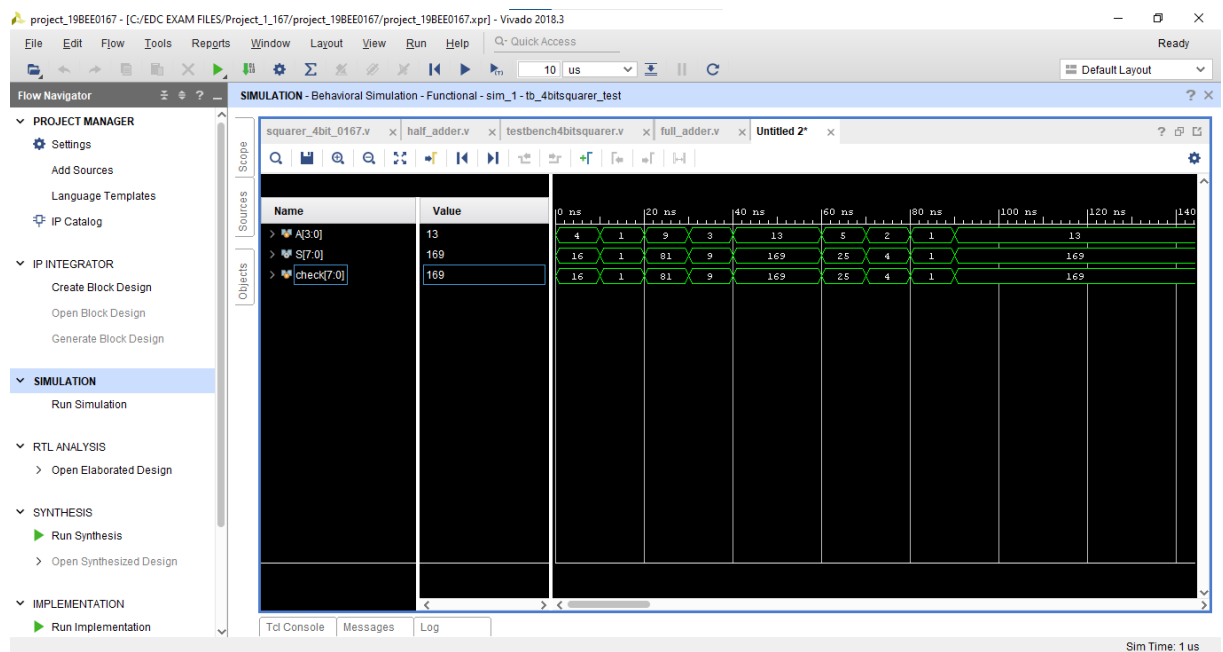
```

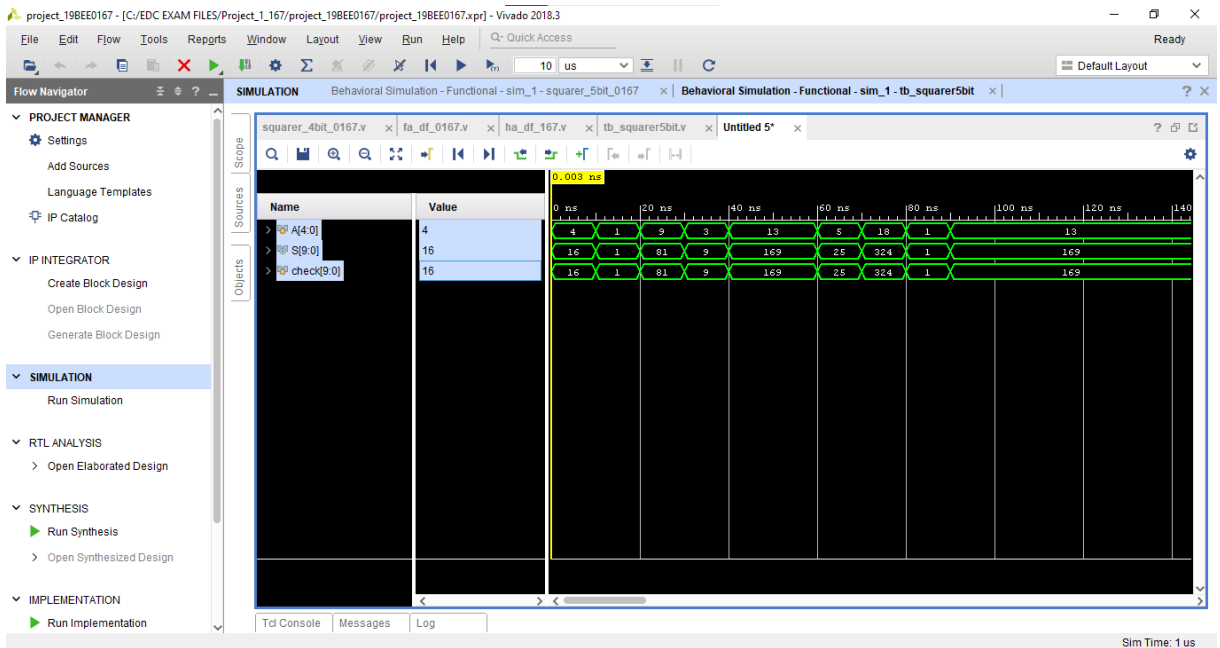
squarer_4bit_19BEE0167 uut(A,S);
initial repeat(10) begin
A = $random;

check = A*A;
#10 $display($time," %d=%d(%d) ",A,S,check);
end
endmodule

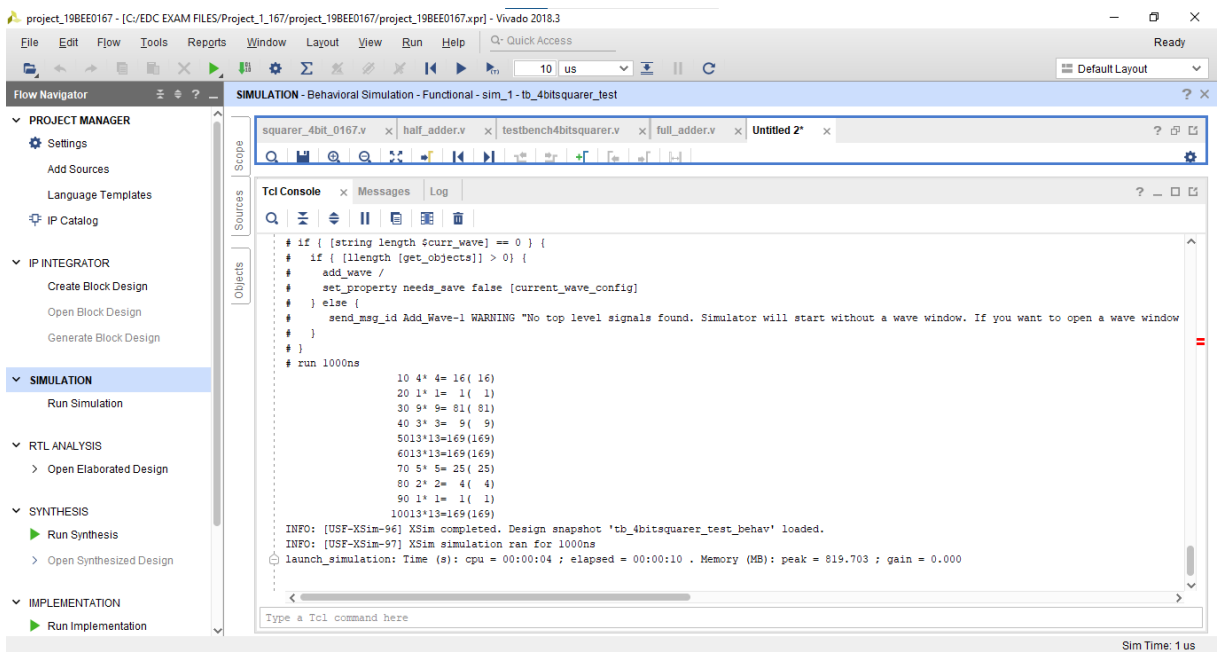
```

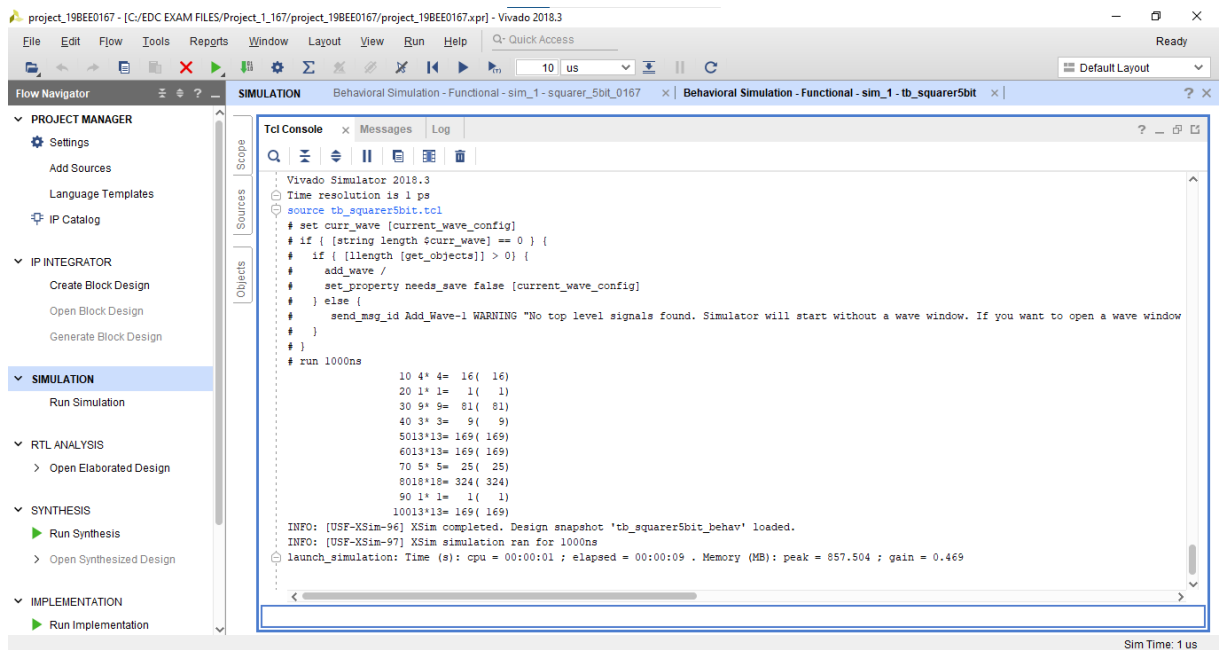
6. Output





7. Console Output





Result

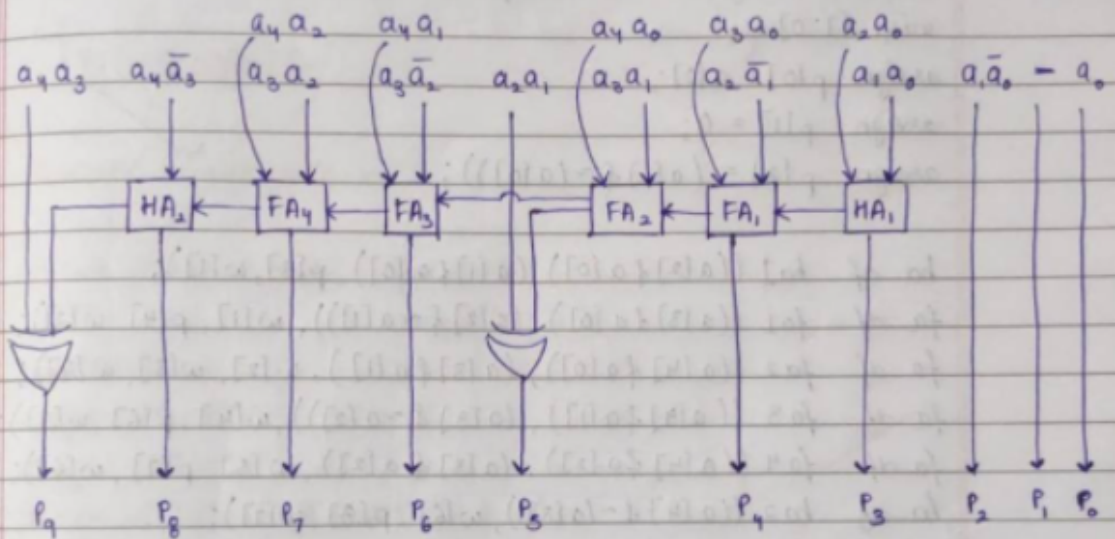
1. Successfully the 4-bit and 5 bit binary squarer has been designed and the output was verified.

EXPERIMENT-1 BINARY SQUARER

classmate

Date _____
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» 5 Bit Binary Squarer



(I) » halfadder.v

```
module ha_df (input a, b,
               output sum, cout);
    assign sum = a ^ b;
    assign cout = a & b;
endmodule
```

(II) » fulladder.v

```
module fa_df (input a, b, cin,
               output sum, cout);
    assign sum = a ^ b ^ cin;
    assign cout = (a & b) | (cin & (a ^ b));
endmodule
```

>> squarer - designcode.v

```
module squarer_4bit (input [4:0]a,
                    output [9:0]p);

    wire [7:0]w;
    assign p[0] = a[0];
    assign p[1] = 0;
    assign p[2] = (a[1] & ~a[0]);

    // 4-bit multiplier logic
    // fa_0: a[0] * a[0]
    fa_0 fa0 ((a[0] & a[0]), (a[1] & a[0]), p[3], w[1]);
    // fa_1: a[1] * a[0]
    fa_1 fa1 ((a[1] & a[0]), (a[2] & a[0]), w[1], p[4], w[3]);
    // fa_2: a[2] * a[0]
    fa_2 fa2 ((a[2] & a[0]), (a[3] & a[0]), w[3], w[5], w[7]);
    // fa_3: a[3] * a[0]
    fa_3 fa3 ((a[3] & a[0]), (a[4] & a[0]), w[5], p[6], w[7]);
    // fa_4: a[4] * a[0]
    fa_4 fa4 ((a[4] & a[0]), (a[5] & a[0]), w[7], p[6], w[7]);
    // fa_5: a[4] * a[1]
    fa_5 fa5 ((a[4] & a[1]), (a[5] & a[1]), w[7], p[6], w[7]);
    // fa_6: a[5] * a[1]
    fa_6 fa6 ((a[5] & a[1]), (a[6] & a[1]), w[7], p[6], w[7]);

    assign p[9] = ((a[4] & a[3]) ^ w[7]);
    assign p[5] = ((a[2] & a[1]) ^ w[3]);
endmodule
```

>> squarer - testbench.v

```
module tb_squarer_test;

    reg [4:0]A;
    wire [9:0]S;
    reg [9:0]check;

    squarer_4bit uut (A,S);
    initial repeat(10) begin
        A = $random;
        check = A * A;
    end
```

```
#10 $display ($time, "%d * %d = %d (%d)", A,A,S,check);
end
endmodule
```

4 BIT SQUARER

>> squarer - designcode.v

```
module squarer_4bit (input [3:0]a,
                    output [7:0]p);

    wire [4:0]w;
    assign p[0] = a[0];
    assign p[1] = 0;
    assign p[2] = (a[1] & ~a[0]);

    // 4-bit multiplier logic
    // fa_0: a[0] * a[0]
    fa_0 fa0 ((a[0] & a[0]), (a[1] & a[0]), p[3], w[1]);
    // fa_1: a[1] * a[0]
    fa_1 fa1 ((a[1] & a[0]), (a[2] & a[0]), w[1], p[4], w[3]);
    // fa_2: a[2] * a[0]
    fa_2 fa2 ((a[2] & a[0]), (a[3] & a[0]), w[3], p[5], w[5]);
    // fa_3: a[3] * a[0]
    fa_3 fa3 ((a[3] & a[0]), (a[4] & a[0]), w[5], p[6], w[7]);
    // fa_4: a[4] * a[0]
    fa_4 fa4 ((a[4] & a[0]), (a[5] & a[0]), w[7], p[6], w[7]);
    // fa_5: a[4] * a[1]
    fa_5 fa5 ((a[4] & a[1]), (a[5] & a[1]), w[7], p[6], w[7]);
    // fa_6: a[5] * a[1]
    fa_6 fa6 ((a[5] & a[1]), (a[6] & a[1]), w[7], p[6], w[7]);

    assign p[7] = ((a[3] & a[2]) ^ w[5]);
endmodule
```

>> testbench 4bitsquarer.v

```
module tb_squarer_4bit_test;

    reg [3:0]A;
    wire [7:0]S;
    reg [7:0]check;

    squarer_4bit uut (A,S);
    initial repeat(10) begin
        A = $random;
        check = A * A;
    end
```

```
initial repeat (10) begin
```

```
A = $random;
```

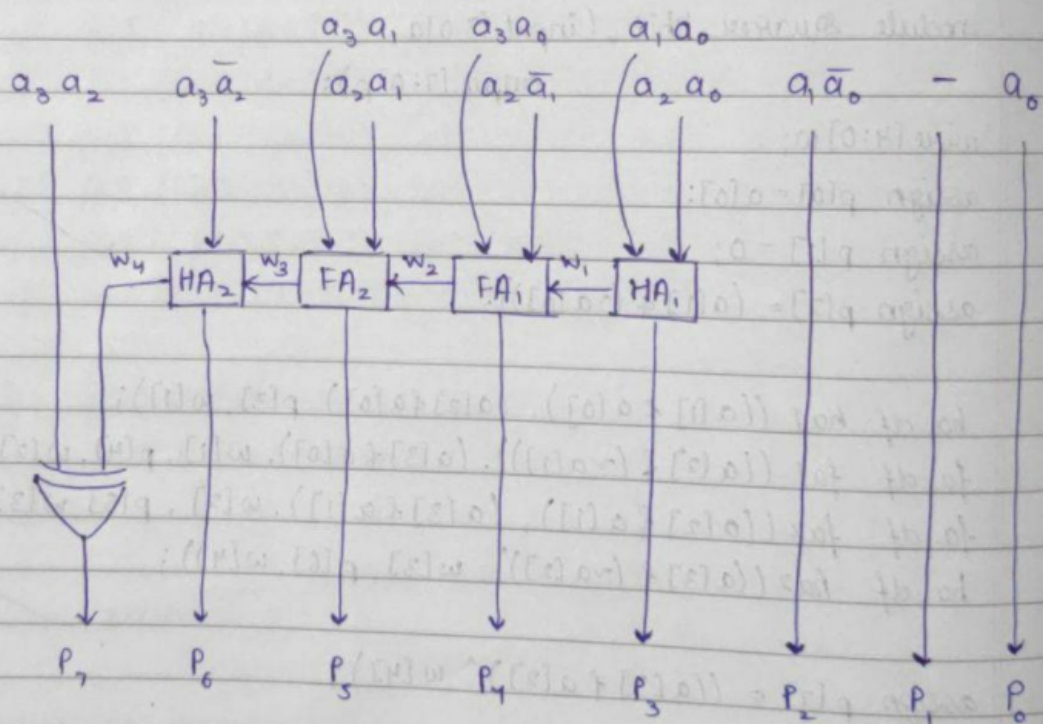
```
check = A * A;
```

```
#10 $display($time, "%d * %d = %d (%d)", A, A, check);
```

```
end
```

```
endmodule
```

Qiy kr
22/03/22



Inference

1. In this experiment learnt about how to construct multiple-bit adders.