

## Experiment No. 01

Aim of the Experiment - Design of full adder in gate level and ~~data flow modeling~~, 4 bit full adder using single bit adder. 4 bit full subtractor.

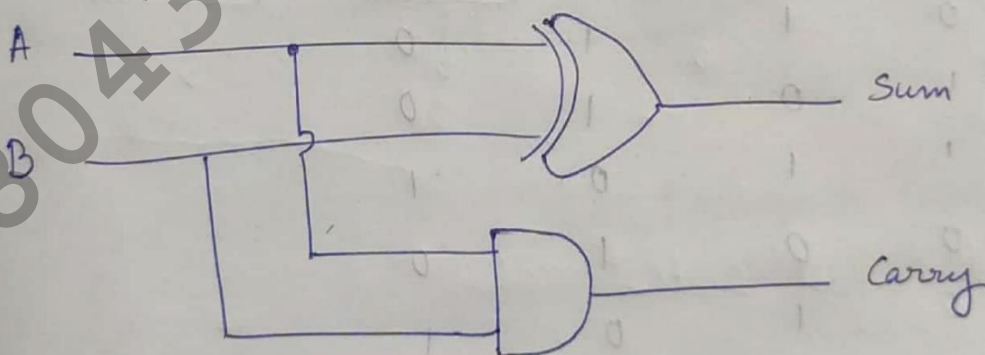
### Software used

- [www.edaplayground.com](http://www.edaplayground.com).

### Theory

- 1 Half adder is a combinational logical circuit which is designed by connecting an XOR gate & an AND gate. Its circuit has 2 inputs A & B which adds 2 bits & generates a Carry & a Sum.

$$\text{Sum} = A \oplus B \quad ; \quad \text{Carry} = A \cdot B$$



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## Truth Table

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

- 2) Full Adder is the circuit which adds 3 bits and consists of 2 XOR gates, 2 AND gates and 1 OR gate. The inputs are A, B & Cin whereas outputs are Sum & Carry.

$$\text{Sum} = A \oplus B \oplus \text{Cin}$$

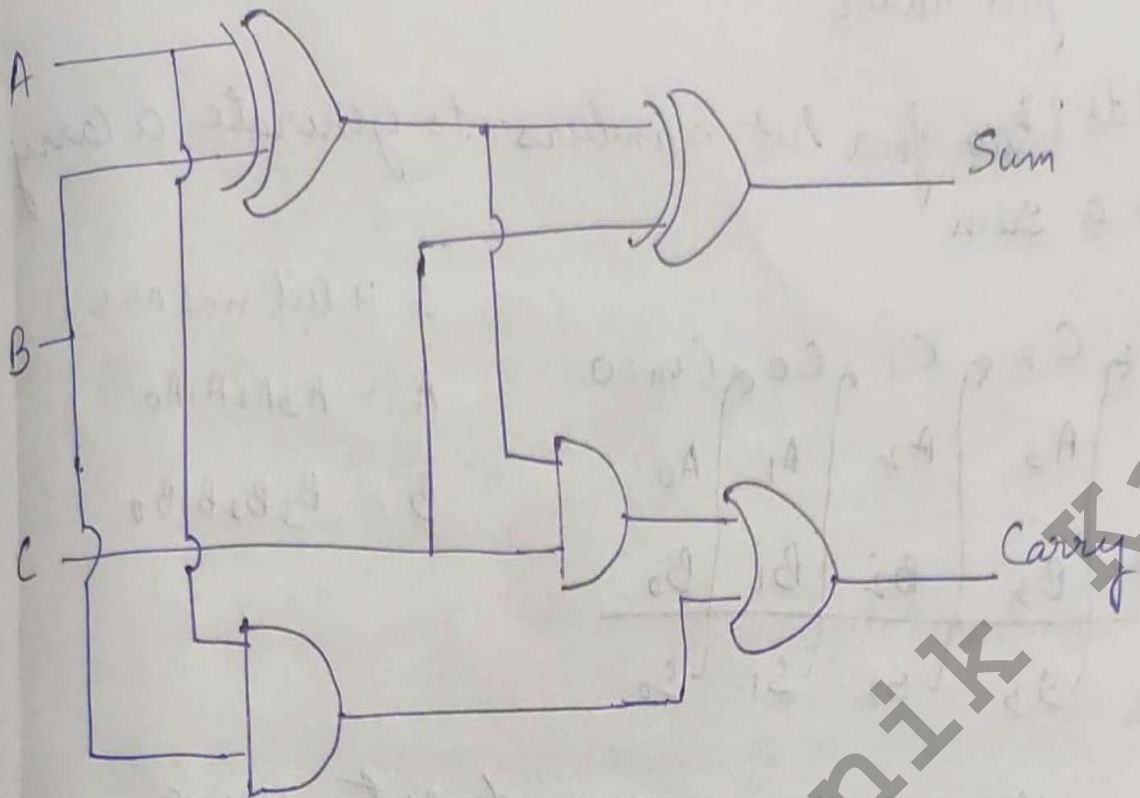
$$\text{Carry} = A \cdot B + \text{Cin} \cdot (A \oplus B)$$

## Truth Table

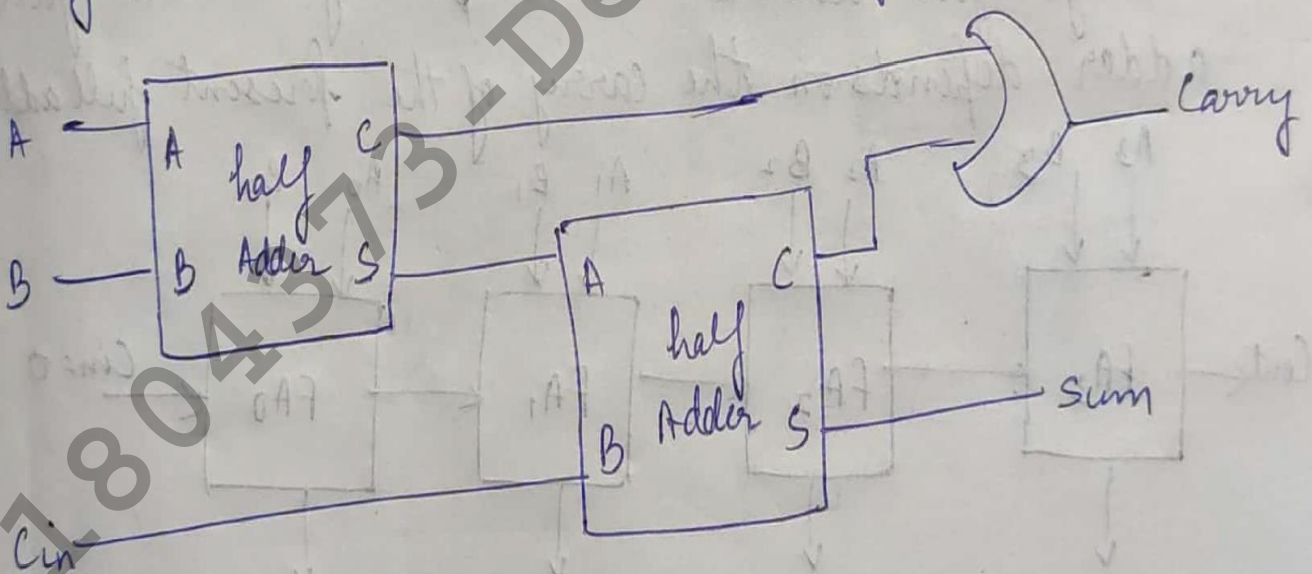
A	B	Cin	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

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A full adder can also be constructed using 2 half adders and an OR gate in the following manner



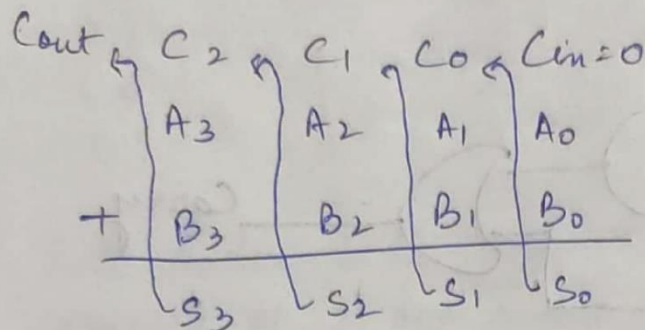
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### 3) 4 bit full adder

It adds ~~2~~ four bit numbers to generate a carry and a sum

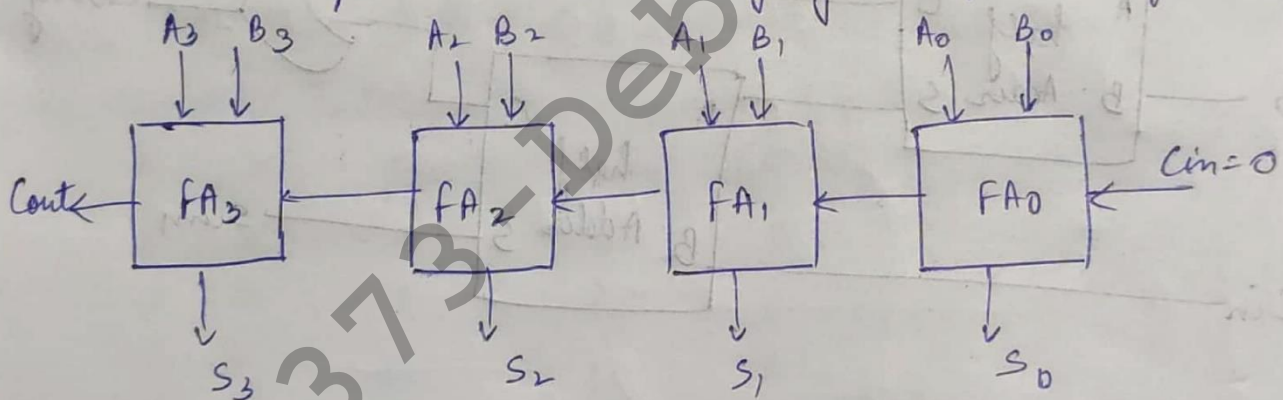


2 4 bit nos. are

$$A = A_3 A_2 A_1 A_0$$

$$B = B_3 B_2 B_1 B_0$$

Thus this addition is carried out using ripple carry adder where  $C_{in} = 0$ . It used 4 single bit full adders. The output of the next full adder depends on the carry of the present full adder.



### 4) 4 bit full subtractor

It performs subtraction between 2 four bit nos. to generate difference & borrow.

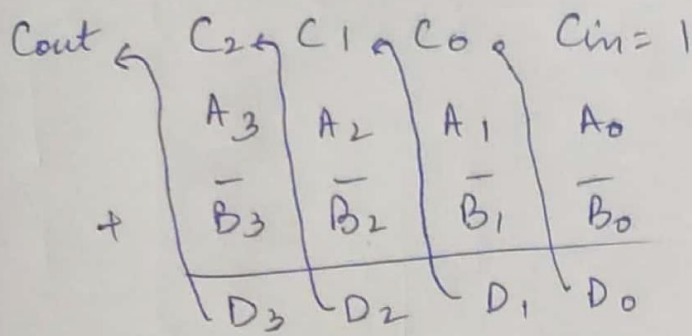
The two 4 bit nos are

$$A = A_3 A_2 A_1 A_0$$

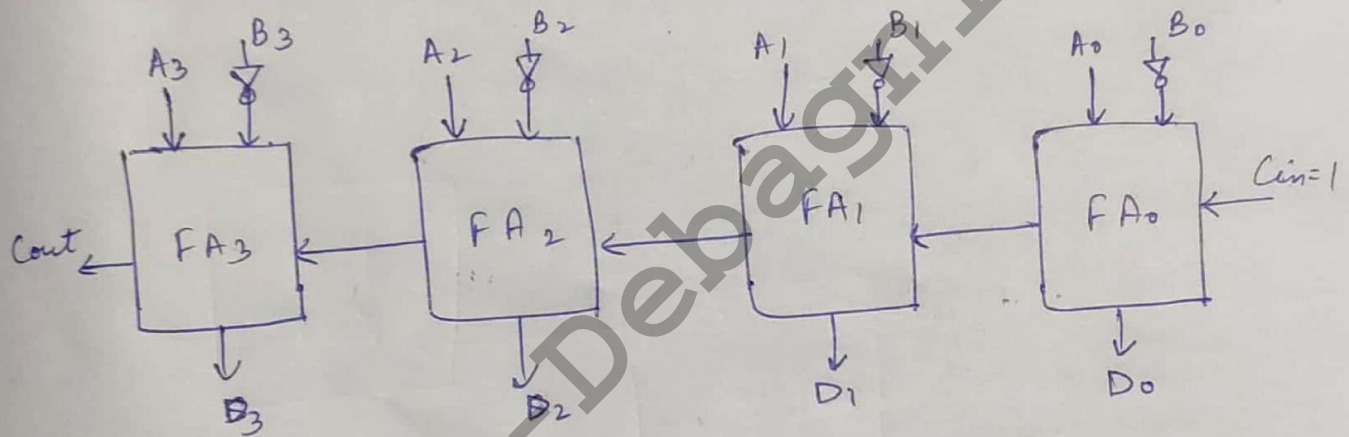
$$B = B_3 B_2 B_1 B_0$$

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Subtraction is done by 2's complement method where one of the 4 bit nos. are inverted and added to the other 4 bit no. while  $C_{in} = 1$ .



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**Code:-**

```
//File: Halfadder.sv
module halfadder(output sum,carry, input A,B);
    xor summer(sum,A,B);
    and car(carry,A,B);
endmodule
```

```
//File design.sv for Full adder
`include "halfadder.sv"
module fulladder(output s1,cout, input cin,P,Q);
    wire s2,c2,c1;
    halfadder ha1(s2,c1,P,Q);
    halfadder ha2(s1,c2,cin,s2);
    or or1(cout,c1,c2);
endmodule
```

```
// File Testbench.sv for full adder
module test_fulladder;
    wire sum,carry;
    reg in1,in2,cin;
    fulladder a1(sum,carry,cin,in1,in2);
    //halfaddef ha2(.carry(car),.sum(s),.A(in2),.B(in2))
```

```
    initial begin
        $dumpfile("dump.vcd"); $dumpvars;
        // t=0
        in1=0; in2=0; cin=0;
        // t=10ns
        #10 in1=0; in2=1; cin=0;
        // t=20ns
        #10 in1=1; in2=0; cin=0;
        // t=30ns
        #10 in1=1; in2=1; cin=0;
        // t=40ns
        #10 in1=0; in2=0; cin=1;
        // t=50ns
        #10 in1=0; in2=1; cin=1;
        // t=60ns
        #10 in1=1; in2=0; cin=1;
        // t=70
        #10 in1=1; in2=1; cin=1;
    end
endmodule
```

[Click here to access the code at edaplayground.com](#) for Full Adder

```
// Design.sv for 4-bit adder
`include "fulladder.sv"
module fourbitadder(output [3:0]s,output cout,input [3:0]A,B, input cin);
    wire c1,c2,c3;
    fulladder fa0(s[0],c1,cin,A[0],B[0]);
    fulladder fa1(s[1],c2,c1,A[1],B[1]);
    fulladder fa2(s[2],c3,c2,A[2],B[2]);
    fulladder fa3(s[3],cout,c3,A[3],B[3]);
endmodule
```

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```
// testbench.sv for 4-bit adder
module test_fourbitadder;
    wire cout;
    wire [3:0]s;
    reg [3:0]a,b;
    reg cin;
    fourbitadder fba(s,cout,a,b,cin);
    reg [8:0]i;
    initial begin
        $dumpfile("dump.vcd"); $dumpvars;
        for(i=0;i<512;i=i+1) begin
            a=i;b=i+1;cin=0;
            #10;
        end
    end
endmodule
```

[Click here to access the code at edaplayground.com](#) for 4-bit Adder

```
// File halfsubtractor.sv
module halfsub(output diff,bor, input A,B);
    wire a;
    xor x1(diff,A,B);
    not g(a,A);
    and a1(bor,a,B);
endmodule
```

```
//File: fullsubtractor.sv
`include "halfsubtractor.sv"
module fullsub(output diff,bout, input P,Q,bin);
    wire d1,b1,b2;
    halfsub hs1(d1,b1,P,Q);
    halfsub hs2(diff,b2,d1,bin);
    or o(bout,b2,b1);
endmodule
```

```
//File design.sv for 4-bit subtractor
`include "fullsubtractor.sv"
module fourbitsub(output [3:0]D,output bout,input [3:0]A,B, input bin);
    wire b1,b2,b3;
    fullsub fs0(D[0],b1,A[0],B[0],bin);
    fullsub fs1(D[1],b2,A[1],B[1],b1);
    fullsub fs2(D[2],b3,A[2],B[2],b2);
    fullsub fs3(D[3],bout,A[3],B[3],b3);
endmodule
```

```
// file: testbence.sv for 4-bit subtractor
module test_fourbitadder;
    wire [3:0]d;
    wire bout;
    reg [3:0]a,b;
    reg bin;
    fourbitsub fbs(d,bout,a,b,bin);
    reg [8:0]i;
    initial begin
```

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```

$dumpfile("dump.vcd"); $dumpvars;
for(i=0;i<256;i=i+1) begin
  a = 1;
  b = i+1;
  bin = 1;
  #10;
end
end
endmodule

```

[Click here to access the code at edaplayground.com](#) for 4-bit Subtractor

### Observations:-

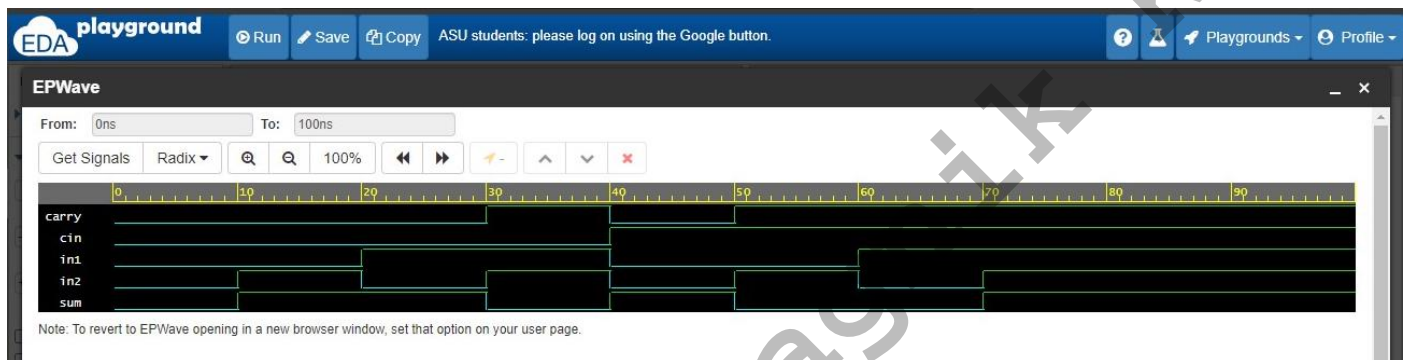


Fig 1.1: EPWave table of a full adder

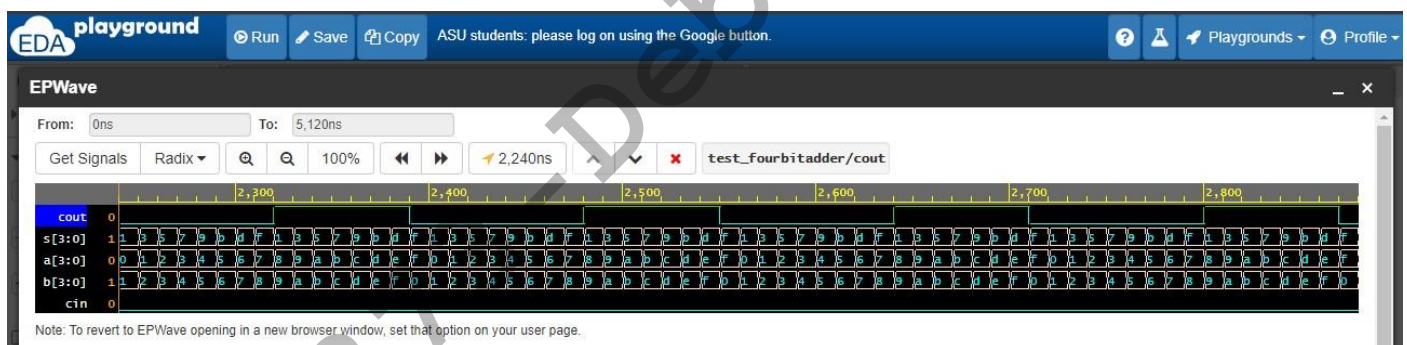


Fig 1.2: EPWave table of a 4-bit subtractor

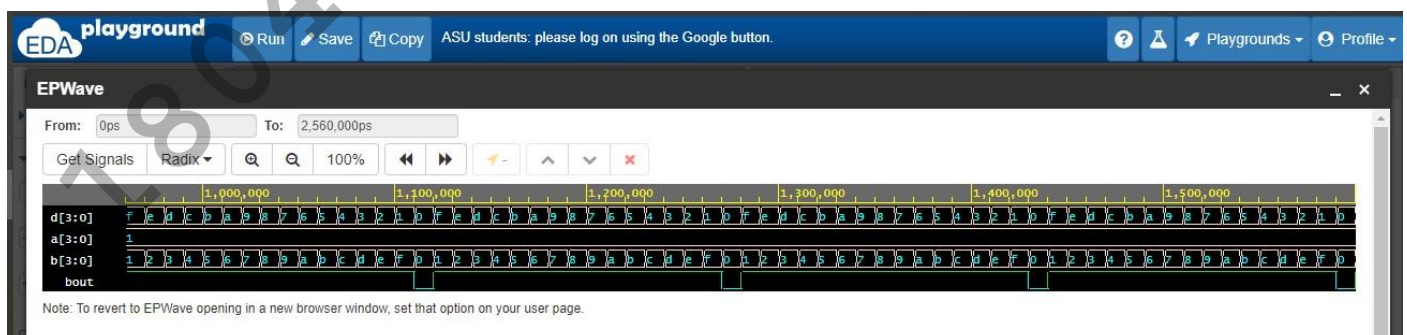


Fig 1.3: EPWave table of 4-bit subtractor

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## Conclusion :-

In this experiment we successfully designed a half adder in gate level, designed a full adder by writing code and their respective testbench codes in eda playground to generate output waveform that was same as we had seen in theory. we Also designed a 4 bit full adder with single bit adders & a 4 bit full subtractor.

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