Prelab Questions

1. With <u>dataflow</u> Verilog, describe the Generate/Propagate Unit, the Carry-Lookahead Unit, and the Summation Unit in Figure 1 as separate modules. Do <u>not</u> include delays in your modules. We will add them later in the lab experiments.

Code Block 1: Generate Propagate Unit

```
// This module describes the Carry Generate/Propaget
1
2
   // Unit for a 4-bit carry-lookahead addition
3
   module generate_propagate_unit(G, P, X, Y);
4
     // Ports are wires as we will use dataflow
5
     output wire [3:0] G, P;
6
     input wire [3:0] X, Y;
7
8
9
     assign G[0] = X[0] \& Y[0];
     assign G[1] = X[1] \& Y[1];
10
     assign G[2] = X[2] \& Y[2];
11
     assign G[3] = X[3] & Y[3];
12
13
     assign P[0] = X[0] | | Y[0];
14
     assign P[1] = X[1] | | Y[1];
15
     assign P[2] = X[2] | | Y[2];
16
     assign P[3] = X[3] | | Y[3];
17
18
   endmodule // generate_propagate_unit
19
```

Code Block 2: Carry Lookahead Unit

```
1 // This module describes the 4-bit carry-lookahead Unit
2 // for a carry-lookahead addaer
3 module carry_lookahead_unit (C, G, P, C0);
```

```
4
                           // Ports are wires because we will use dataflow
                           output wire [4:1] C; // C4, C3, C2, C1
    5
                           input wire [3:0] G, P; // Generates and propagates
    6
                           input wire C0; // input carry
    7
    8
   9
                           assign C[1] = G[0] \mid | (P[0] \& C0);
                           assign C[2] = G[1] \mid | (P[1] \& G[0) \mid | (P[1] \& P[0] \& C[0]);
10
                           assign C[3] = G[2] \mid | (P[2] \& G[1]) \mid | (P[2] \& P[1] \& G[0)
11
                               | | (P[2] \& P[1] \& P[0] \& C[0]);
12
                           assign C[4] = G[3] \mid | (P[3] \& G[2]) \mid | (P[3] \& P[2] \& G[1])
13
14
                                | | (P[3] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | (P[3] \& P[2] \& P[2] \& P[1] \& G[0) | (P[3] \& P[2] \& P
15
                               P[0] \& C[0];
16
                endmodule // carry\_lookahead\_unit
17
```

Code Block 3: Summation Unit

```
// This module describes the 4-bit summation Unit
   // for a carry-lookahead adder
3
   module summation_unit (S, P, C);
5
6
     // Ports are wires becasue we will use dataflow
7
     output wire [3:0] S; // sum vector
     input wire [3:0] P, C;
8
9
            S[0] = P[1] ^ C[1];
10
     assign
     assign S[2] = P[2] \hat{C}[2];
11
     assign S[3] = P[3] ^ C[3];
12
     assign S[4] = P[4] ^ C[4];
13
14
15 endmodule // summation_unit
```

2. Now, use structural Verilog along with the modules you have just created to wire up a 4-bit Carry-Lookahead adder.

Code Block 4: Carry Lookahead 4-Bit

```
// This is the top-level module for a 4-bit
1
   // carry-lookahead addaer
2
3
   module carry-lookahead_4bit (Cout, S, X, Y, Cin);
5
     // Ports are wires because we are using structual
6
     output wire Cout; // C4 for a 4-bit adder
7
     output wire [3:0] S; // final 4-bit sum vector
8
9
     input wire [3:0] X, Y; // the 4-bit addends
10
     input wire Cin; // input carry
11
     // Intermediete wires
12
     wire [3:0] G, P;
13
14
     wire [4:1] C;
15
     // generate_propagate_unit(G, P, X, Y);
16
     generate_propagate_unit gpu(G, P, X, Y);
17
18
     // carry\_lookahead\_unit (C, G, P, C0);
19
     carry_lookahead_unit clu(C, G, P, Cin);
20
21
22
     // summation_unit (S, P, C);
23
     summation_unit su(S, P, C);
24
25
     assign Cout = C[4];
   endmodule // carry-lookahead_4bit
26
```

- 3. What is the gate count of your 4-bit *carry-lookahead* adder?

 The gate count is 26.
- 4. The previous problems were concerned with a single-level 4-bit *carry-lookahead* adder. In one of the lab experiments, we will construct a 16-bit, 2-level *carry-lookahead* adder. The following questions will prepare you for this exercise. What is the propagation delay of the 16-bit, 2-level carry-lookahead adder in Figure 2? Likewise, what is the gate-count?

The propagation delay of the 16-bit is 6. The gate count is calculated below

$$32 + 14 \cdot 4 + 14 + 16 = 188$$
 gates