## Armin Ebrahimi Saba 9931086 / Mohammad Mehdi Nazari 9931061

## Carry lookahead adder:

```
AND gate 1: AND gate port map(A(0), B(0), G(0));
                                                 circuits for cin
AND gate 2: AND gate port map(A(1), B(1), G(1));
AND gate 3: AND gate port map(A(2), B(2), G(2));
AND gate 4: AND gate port map(A(3), B(3), G(3));
OR gate 1: OR gate port map(A(0), B(0), P(0));
OR_gate_2: OR_gate port map(A(1), B(1), P(1));
OR_gate_3: OR_gate port map(A(2), B(2), P(2));
OR_gate_4: OR_gate port map(A(3), B(3), P(3));
C(0) \leftarrow Cin;
AND gate 5: AND gate port map(P(0), C(0), D(0));
AND_gate_6: AND_gate port map(P(1), C(1), D(1));
AND_gate_7: AND_gate port map(P(2), C(2), D(2));
AND gate 8: AND gate port map(P(3), C(3), D(3));
OR gate 5: OR gate port map(G(0), D(0), C(1)
OR_gate_6: OR_gate port map(G(1), D(1), C(2));
OR_gate_7: OR_gate port map(G(2), D(2), C(3));
OR_{gate} = 8: OR_{gate} = port_{map}(G(3), D(3), C(4));
                                   Predicted arryin.
```

```
full_adder_0 : full_adder
   port map (
          \Rightarrow A(0),
     a
     b
            => B(0),
     Cin \Rightarrow C(0)
            => temp_sum(0),
     sum
     Cout => open
     );
full adder 1 : full adder
   port map (
     a \Rightarrow A(1),
     b \Rightarrow B(1),
     Cin \Rightarrow C(1)
     sum => temp_sum(1),
     Cout => open
     );
full adder 2 : full adder
   port map (
     a \Rightarrow A(2),
     b \Rightarrow B(2),
     Cin \Rightarrow C(2), \prec
     sum => temp_sum(2),
     Cout => open
     );
full_adder_3 : full_adder
   port map (
                             -predicted (calculated)
     a \Rightarrow A(3),
     b \Rightarrow B(3).
     Cin \Rightarrow C(3), \leftarrow
     sum => temp_sum(3),
     Cout => open
                   -> final eaut
     );
Sum \leftarrow C(4) & temp_sum;
                    > concatenation
                                                                      8+8+1
                                               10+5+1
                                     15415
                               4-12
                                                                                  160 ns
Name
          Value
                                                          100 ns
                                  40 ns
                                          8 10 4
                                                           15
                               4
                                   15
♥ input1[3:0]
                      8 10
                               12 15 9
 @input2[3:0]
                                                   12 15
 • cin
                                                                   14 16 17 31
♥ output[4:0]
                      13 15 16 30 24 14 16 17 31
                       8+5+0
            0-0-0-0
                              10+5+0
                                      15+9
                                                               15+9+1
```