

# HDL Design Homework: 4-Bit Adder Architectures

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## Part 1: Design Specifications

Below is the synthesizable HDL code for the Ripple-Carry Adder (RCA), Carry-Lookahead Adder (CLA), and the associated testbench.

### A. Ripple-Carry Adder (RCA)

File: rca.sv

```
1 'timescale 1ns / 10ps
2
3 module rca (
4     input [3:0] A,
5     input [3:0] B,
6     input Cin,
7     output Cout,
8     output [3:0] S
9 );
10 genvar i;
11 wire [4:0] carry_temp;
12
13 // b0 is lsb, for context
14 generate
15     for (i = 0; i < 4; i = i + 1) begin : g_adder_loop
16         full_adder adder (
17             .a(A[i]),
18             .b(B[i]),
19             .c_in(carry_temp[i]),
20             .c_out(carry_temp[i+1]),
21             .sum(S[i])
22         );
23     end
24 endgenerate
25
26 assign Cout = carry_temp[4];
27 assign carry_temp[0] = Cin;
28 endmodule
```

File: full\_adder.sv

```
1 'timescale 1ns / 10ps
2
3 module full_adder (
4     input a,
5     input b,
```

```

6     input    c_in,
7     output   c_out,
8     output   sum
9 );
10    assign #1 sum    = a ^ b ^ c_in;
11    assign #1 c_out = (a & b) | (b & c_in) | (a & c_in);
12 endmodule

```

## B. Carry-Lookahead Adder (CLA)

File: cla.sv

```

1  `timescale 1ns / 10ps
2
3  module cla (
4      input  [3:0] A,
5      input  [3:0] B,
6      input  Cin,
7      output Cout,
8      output [3:0] S
9  );
10 // create the generate and propagate and buffers for carries
11 wire [3:0] Generate;
12 wire [3:0] Propagate;
13 wire temp_carry[2:0];
14
15 // define the logic for the generate and propagate
16 assign Generate = A & B;
17 assign Propagate = A ^ B;
18
19 // define the logic for the buffer carries and output carry
20 assign temp_carry[0] = Generate[0] | (Propagate[0] & Cin);
21
22 assign temp_carry[1] = Generate[1] | (Propagate[1] & Generate[0]) |
23                        (Propagate[1] & Propagate[0] & Cin);
24
25 assign temp_carry[2] = Generate[2] | (Propagate[2] & Generate[1]) |
26                        (Propagate[2] & Propagate[1] & Generate[0]) |
27                        (Propagate[2] & Propagate[1] & Propagate[0] & Cin);
28
29 assign Cout = Generate[3] | (Propagate[3] & Generate[2]) |
30                        (Propagate[3] & Propagate[2] & Generate[1]) |
31                        (Propagate[3] & Propagate[2] & Propagate[1] & Generate[0]) |
32                        (Propagate[3] & Propagate[2] & Propagate[1] & Propagate[0] & Cin);
33
34 // defining the summation logic
35 assign S[0] = Propagate[0] ^ Cin;
36 assign S[1] = Propagate[1] ^ temp_carry[0];
37 assign S[2] = Propagate[2] ^ temp_carry[1];
38 assign S[3] = Propagate[3] ^ temp_carry[2];
39
40 endmodule

```

## Part 2: Testbench & Simulation

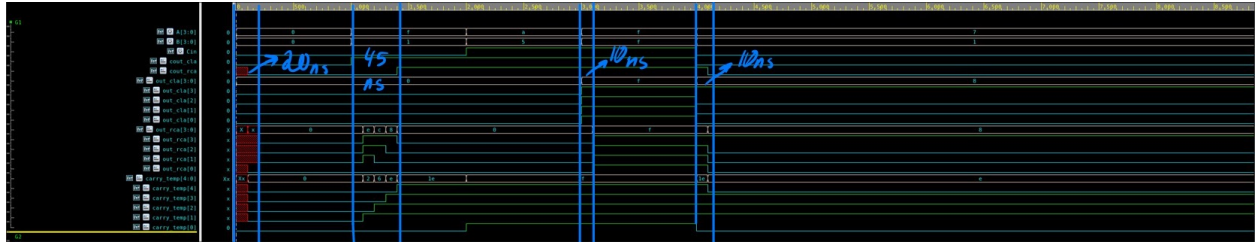


Figure 1: **Functional Comparison.** The waveforms confirm that both RCA and CLA produce identical Sum and Carry-out values for all test vectors.

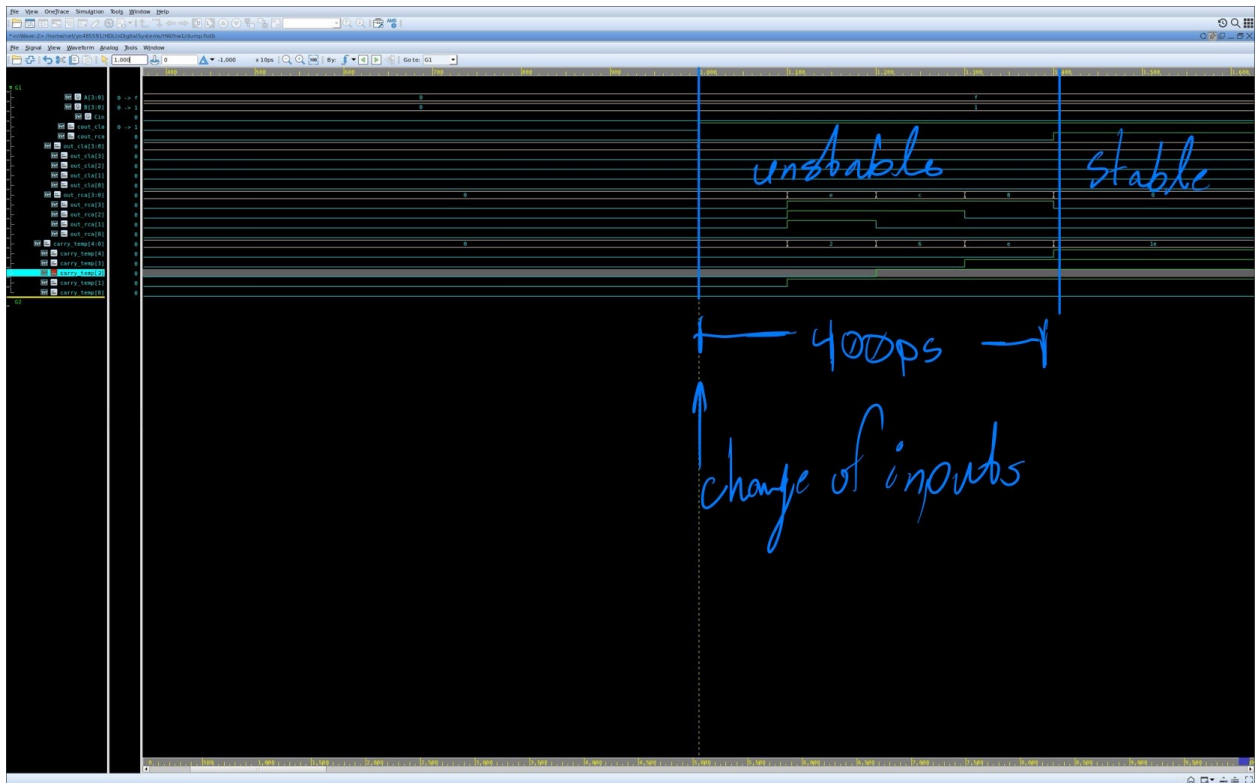


Figure 2: **Critical Path Zoom-In.** The timing detail reveals the “ripple” effect in the RCA carry chain ( $C_1 \rightarrow C_2 \rightarrow C_3$ ), while the CLA output settles significantly faster.

## Part 3: Analysis & Discussion

### 1. Timing Comparison

For test vector #5 (Critical Path Test), the propagation delays were measured from the input change to stable  $C_{out}$ .

- **RCA Delay:**  $\approx 400$  ps (approximate, see Fig 2)
- **CLA Delay:** Negligible / Instantaneous relative to RCA

**Explanation:** The Ripple-Carry Adder exhibits sequential propagation because the carry-out of bit  $i$  ( $C_{i+1}$ ) depends directly on the carry-in from the previous bit ( $C_i$ ). This creates a dependency chain where the signal must traverse every Full Adder physically. In contrast, the CLA calculates all carry bits simultaneously using flattened logic equations based purely on inputs  $A$ ,  $B$ , and  $C_{in}$ , eliminating the “waiting” period.

### 2. Circuit Explanation

At the gate level, the RCA delay scales as  $O(N)$  because the critical path flows through  $N$  Full Adder blocks in series. If a single Full Adder has a delay of  $t_{FA}$ , the total delay is  $N \times t_{FA}$ .

The CLA delay scales as  $O(\log N)$  (or effectively  $O(1)$  for fixed logic depths). This is because the carry logic is expanded into a Sum-of-Products form. For example,  $C_4$  is calculated as:

$$C_4 = G_3 + P_3G_2 + P_3P_2G_1 + P_3P_2P_1G_0 + P_3P_2P_1P_0C_{in}$$

This equation is realized with a 2-level AND-OR logic depth regardless of the bit position (limited only by the fan-in capability of the gates), allowing simultaneous calculation.

### 3. Area-Speed Tradeoff

The CLA requires significantly more logic gates than the RCA.

- **RCA:** Uses  $\approx 5$  gates per bit. Total for 4-bit  $\approx 20$  gates. Linear area growth.
- **CLA:** Requires complex logic for the Generate/Propagate lookahead units. The gate count grows cubically/exponentially depending on implementation details.

Designers might still choose RCA for wide adders (e.g.,  $>16$  bits) if the application is **low-power** or **area-constrained** and the adder is not on the critical timing path. CLA is preferred strictly when minimizing delay is the highest priority.

### 4. Real-World Relevance

Modern FPGAs (like Xilinx 7-Series or Ultrascale) contain dedicated hardware resources known as **Carry Chains** (e.g., CARRY4 or CARRY8 primitives). These are hardened, high-speed silicon paths located adjacent to the LUTs. This hardware optimization allows Ripple-Carry structures to operate at extremely high speeds, often mitigating the theoretical delay disadvantage of RCA and negating the need for complex soft-logic CLAs for standard integer addition.