

# Mini - Project

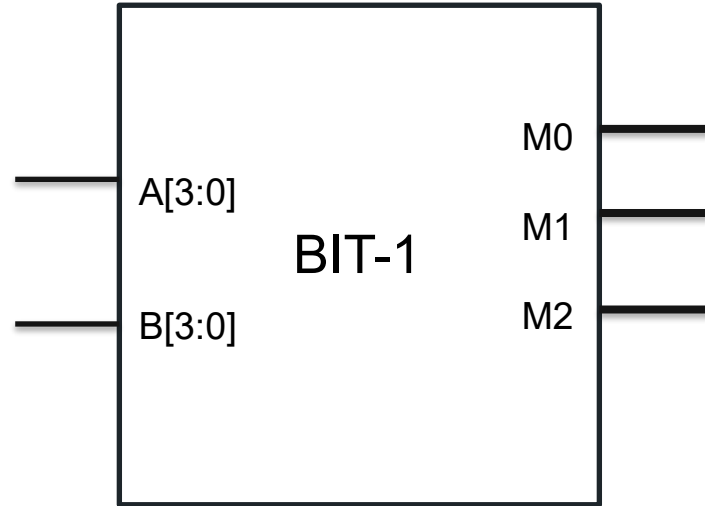
**Block name : BIT1**

**Presented by:**  
**Sanjana**  
**Pavan**  
**Jaine**

# Introduction

- A Bit-1 block in an ALU is a combinational logic circuit that counts the total number of 1's present in the binary input.
- It outputs this count as a binary number.

# Block Diagram

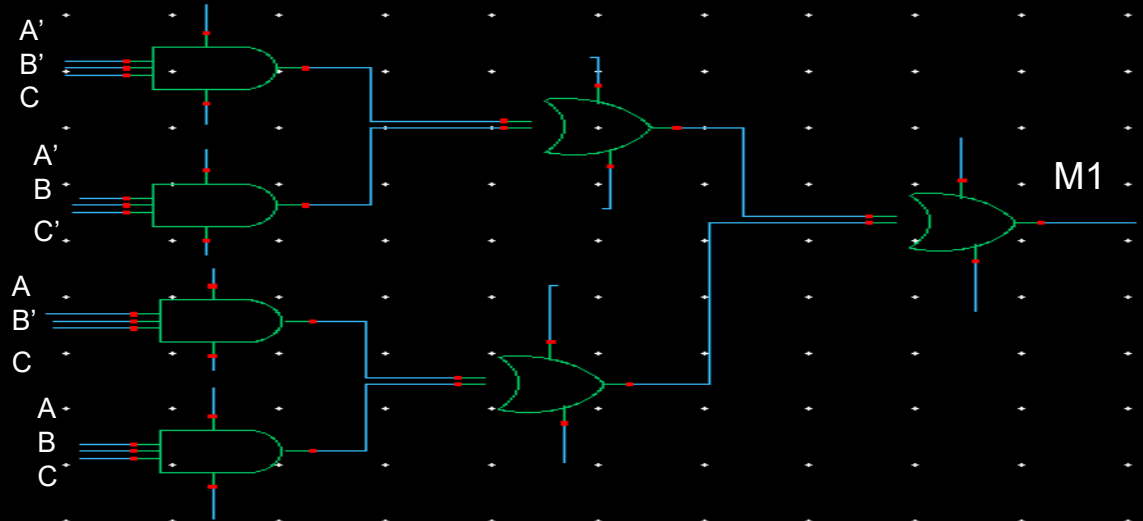
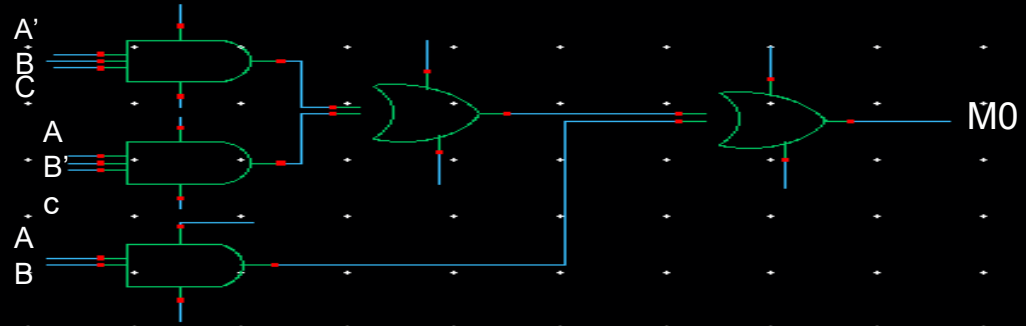
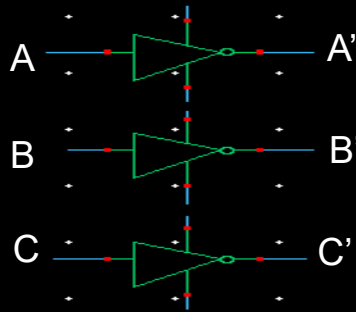


## **Sub-blocks in this BIT-1**

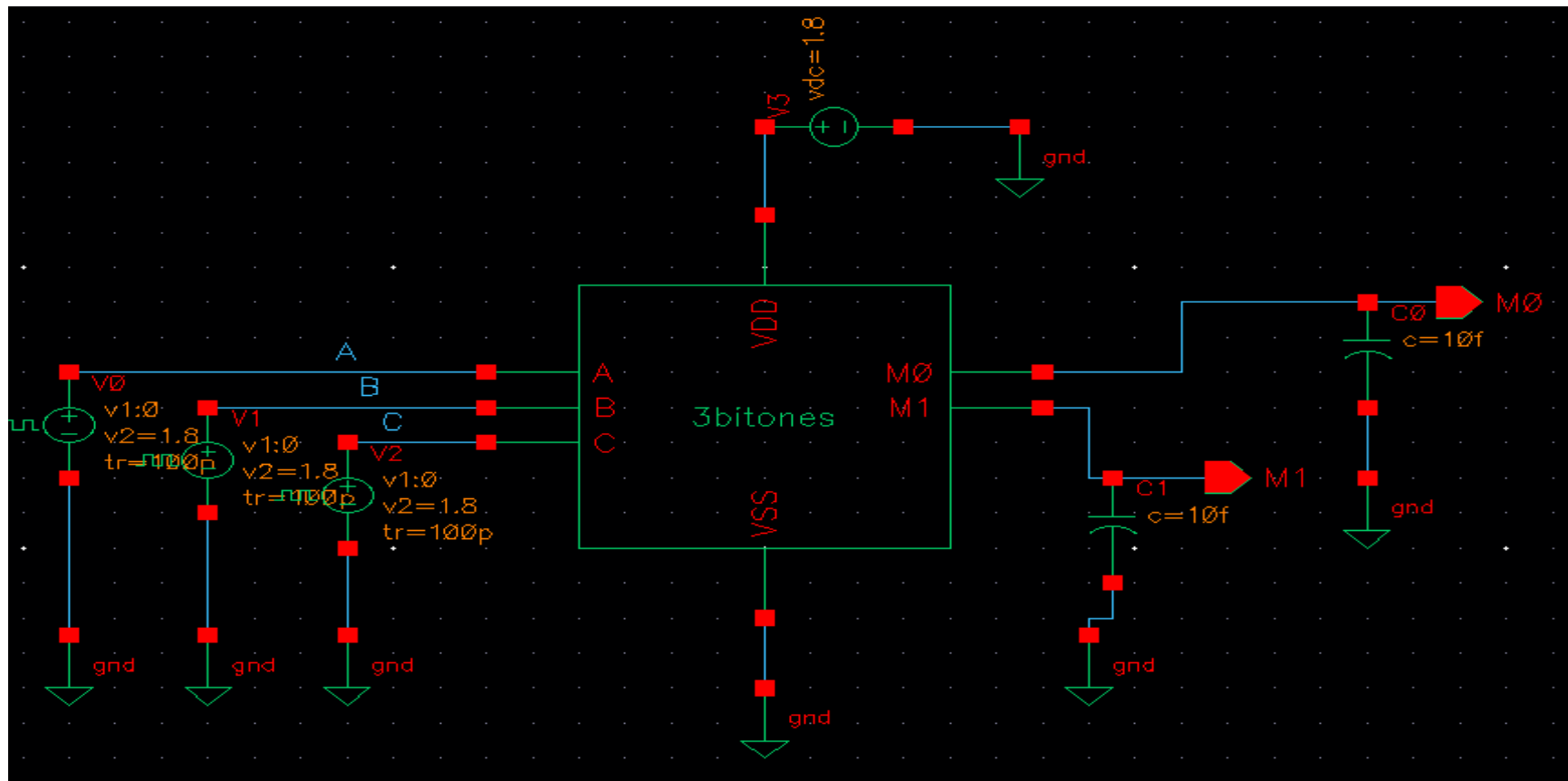
- 1. Ones3bit**
- 2. Adder**
- 3. Xor**
- 4. And**

1. **Ones-3bit**: A 3-bit 1's block takes a 3-bit input (A2 A1 A0) and outputs the number of 1's present in it.
2. **Adder**: An Adder is a digital circuit used in computers and ALUs to perform binary addition.  
It takes binary numbers as input.  
Produces their sum and a carry as output.
3. **Exor**: The XOR (Exclusive OR) gate is a digital logic gate that gives  
Output = 1 if the inputs are different  
Output = 0 if the inputs are the same.
4. **And**: An AND gate is a digital logic gate that gives  
Output = 1 only if all inputs are 1  
Output = 0 if any input is 0.

## Ones-3bit Schematic



## Ones-3bit testbench

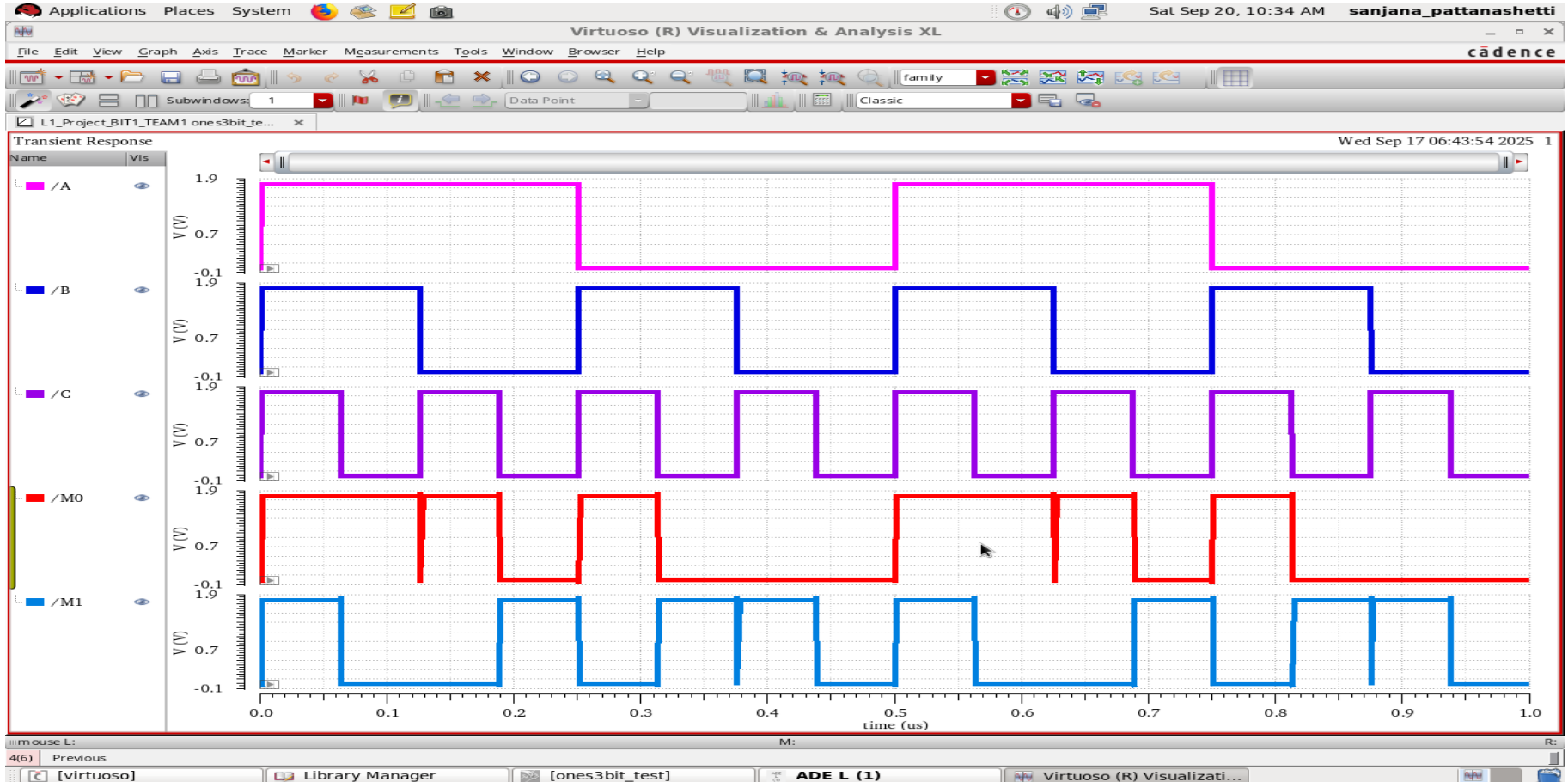


## Ones-3bit Truth table

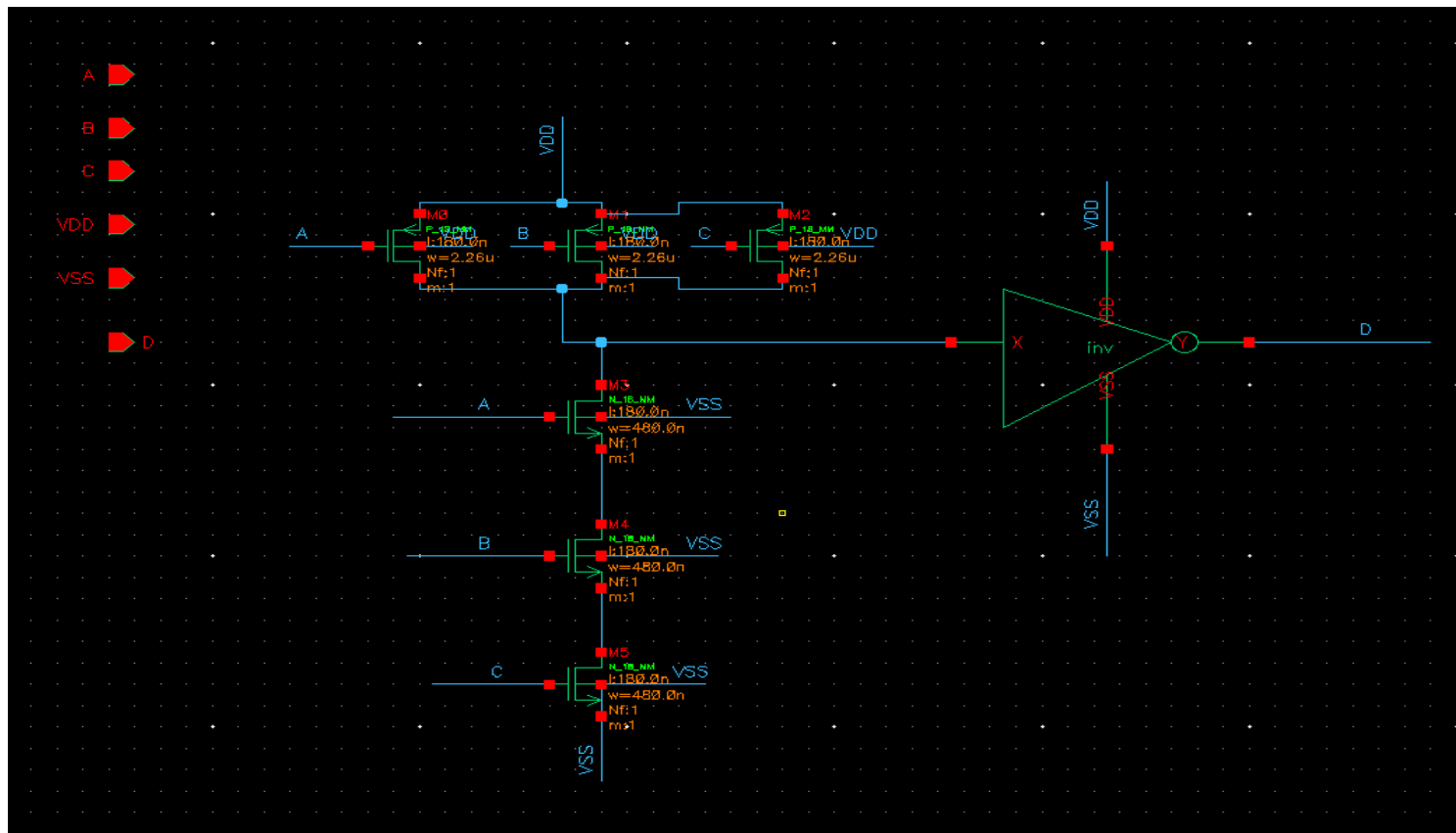
Ones3bit				
Truth Table				
A	B	C	M0	M1
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1



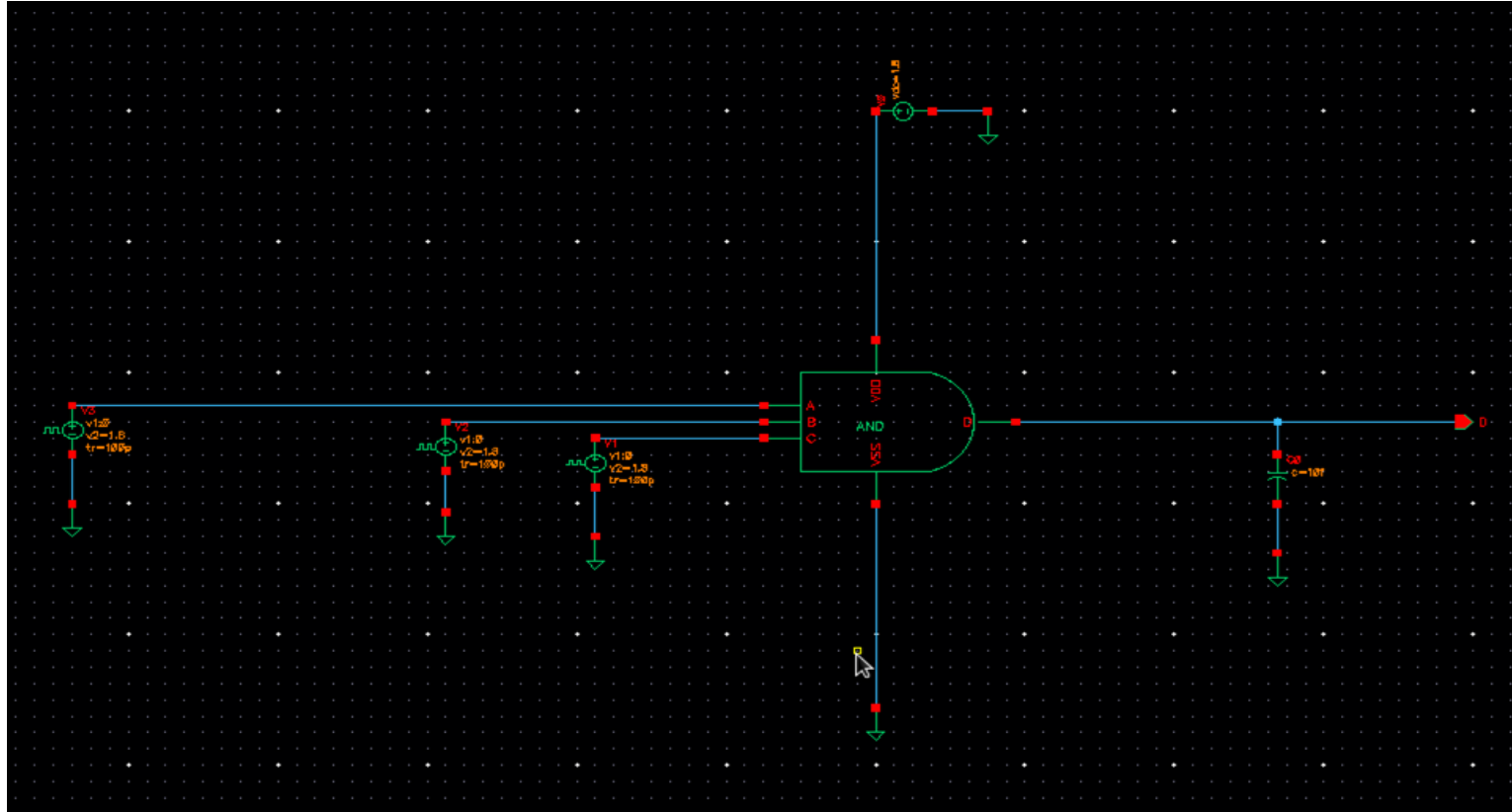
# Ones-3bit - waveforms



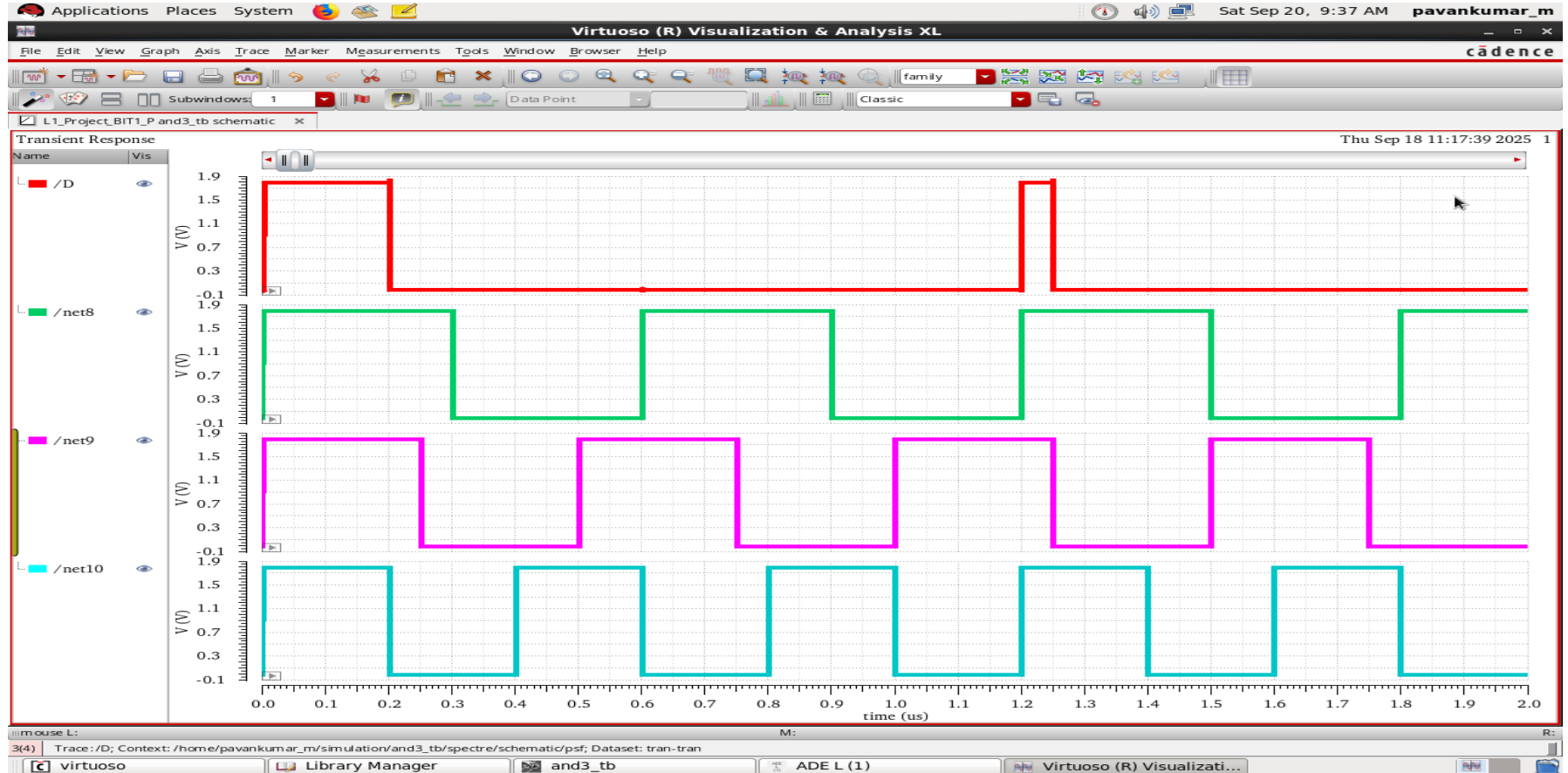
## AND3 gate Schematic



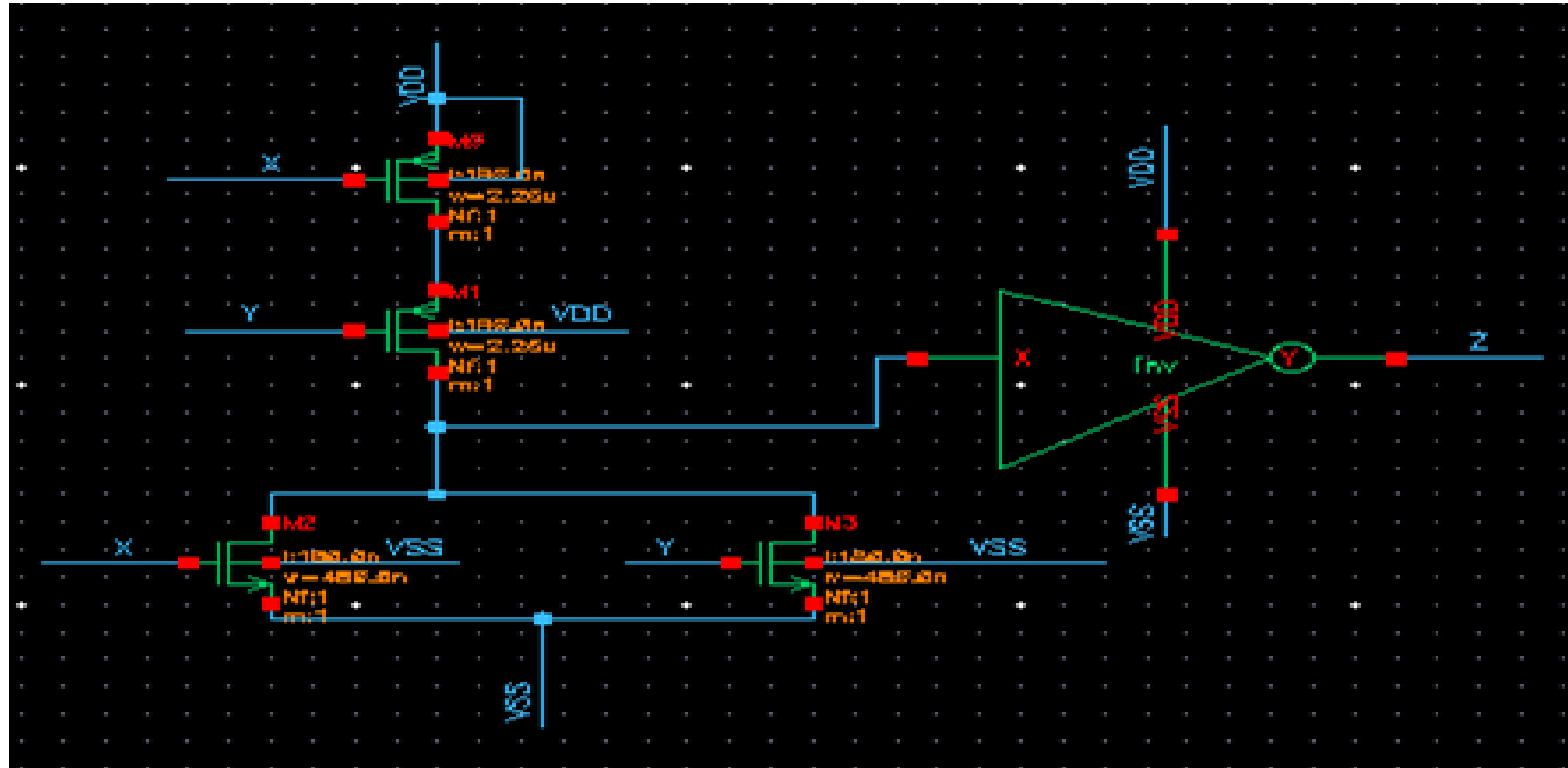
## And3 Gate - testbench



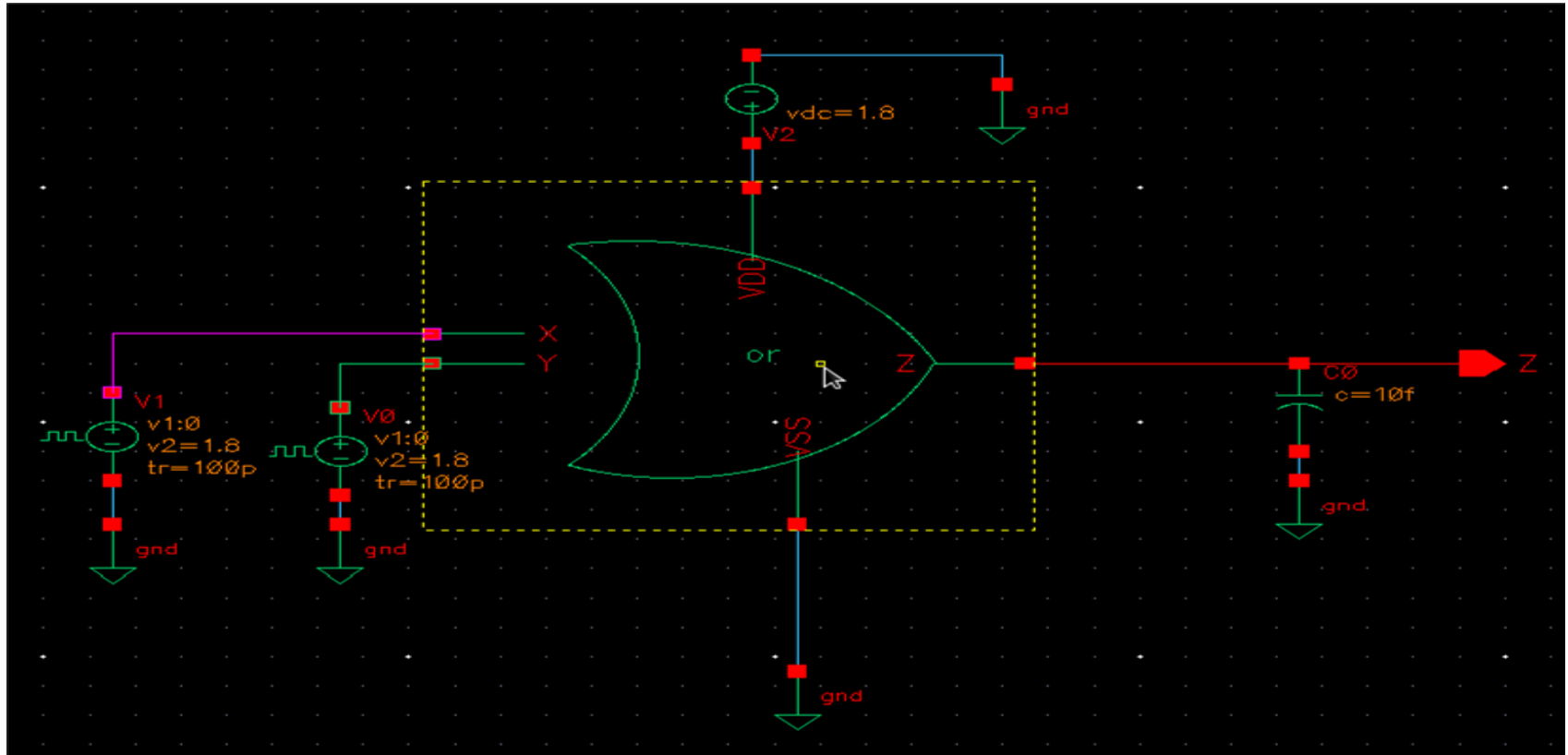
# AND3 Gate - Simulation Result



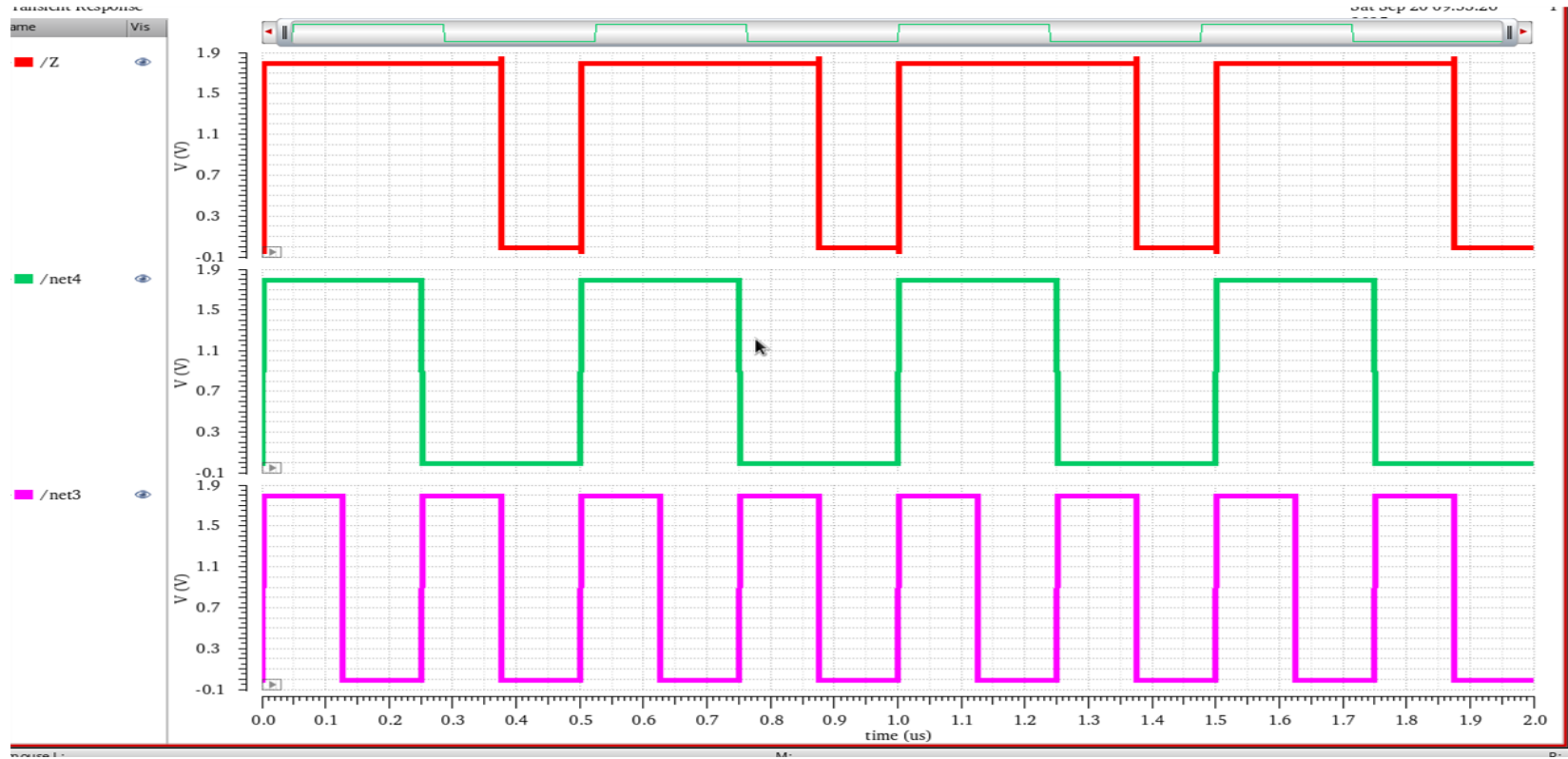
## OR Gate Schematic



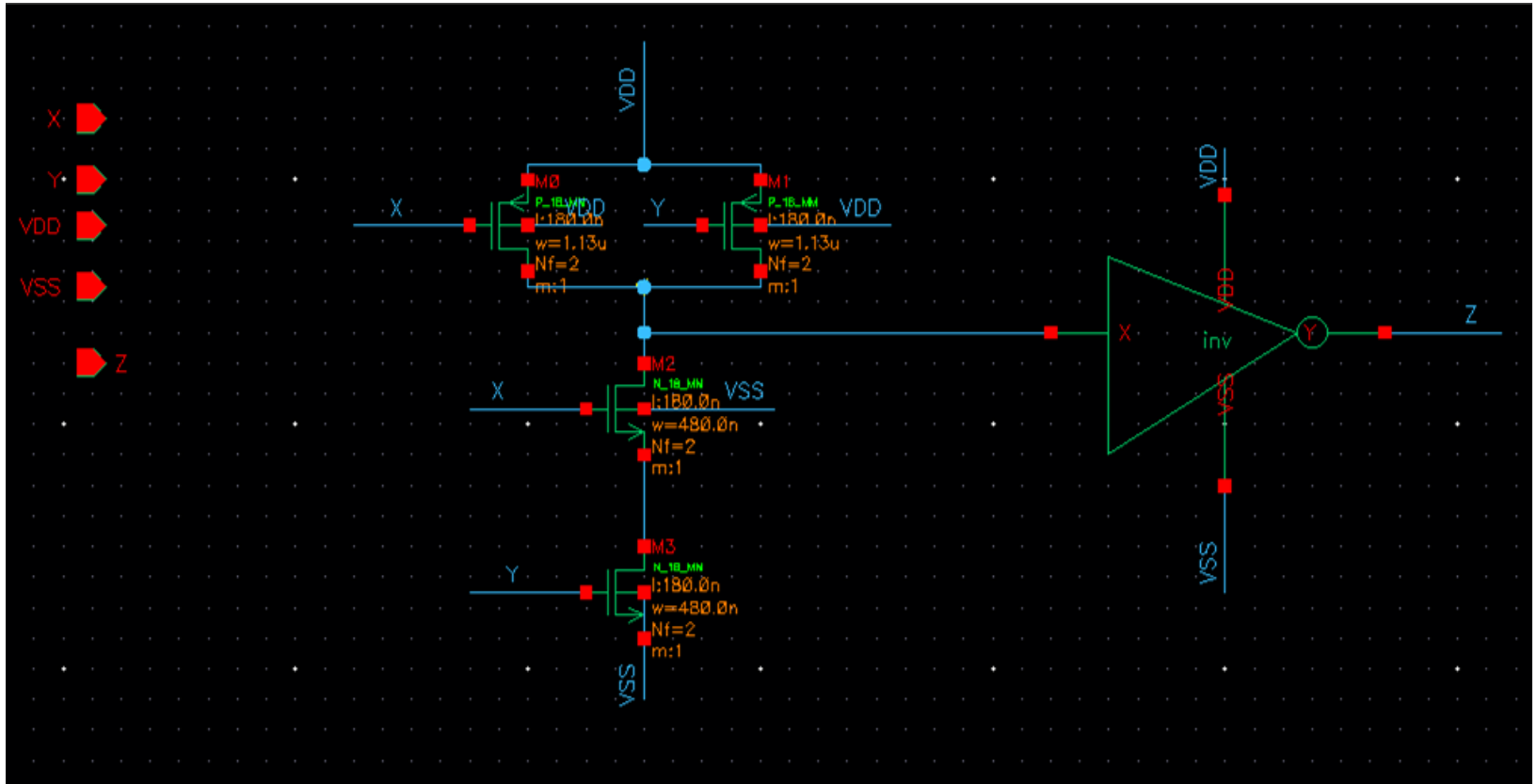
## OR Gate - testbench



## OR Gate waveforms

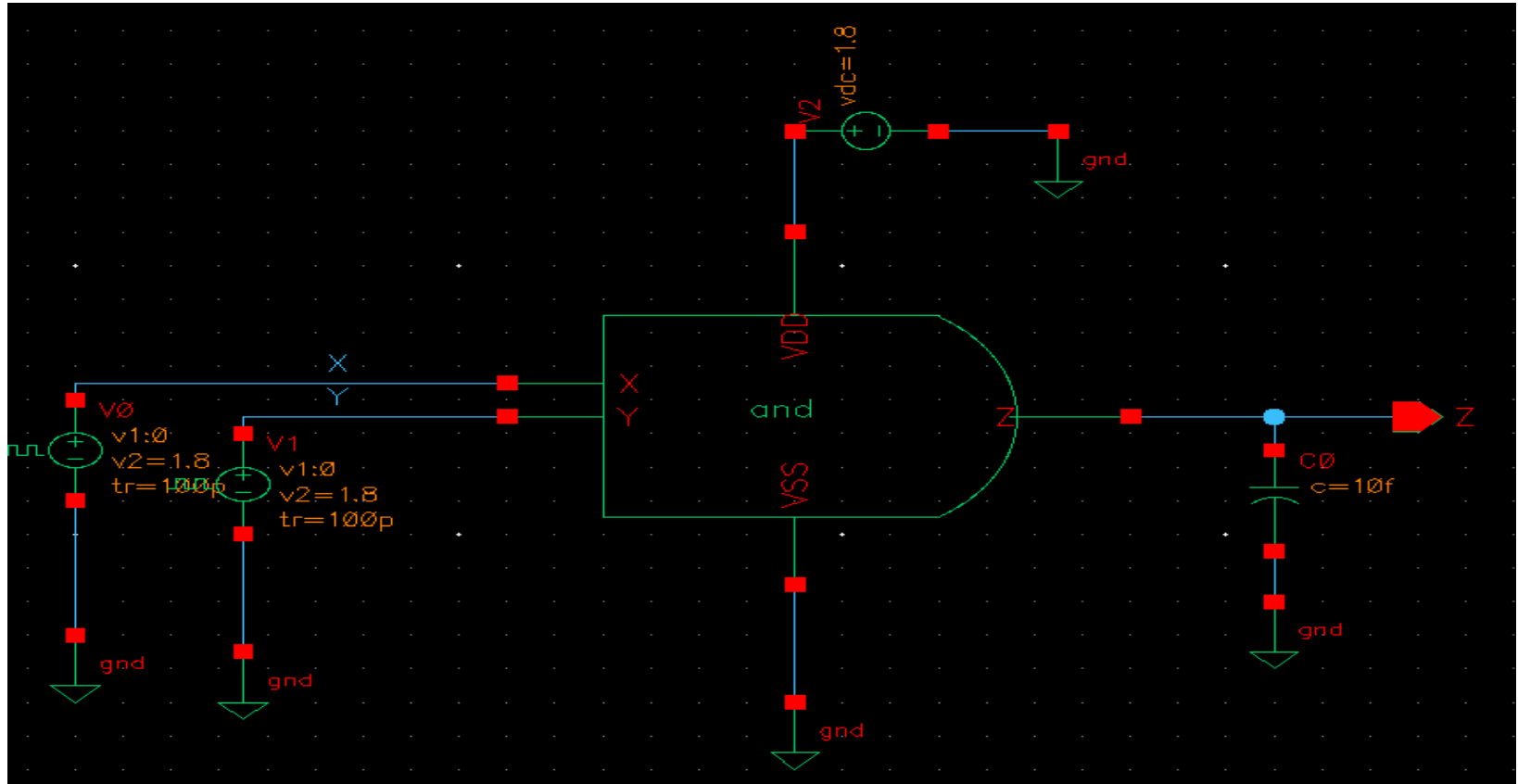


## AND GATE - Schematic

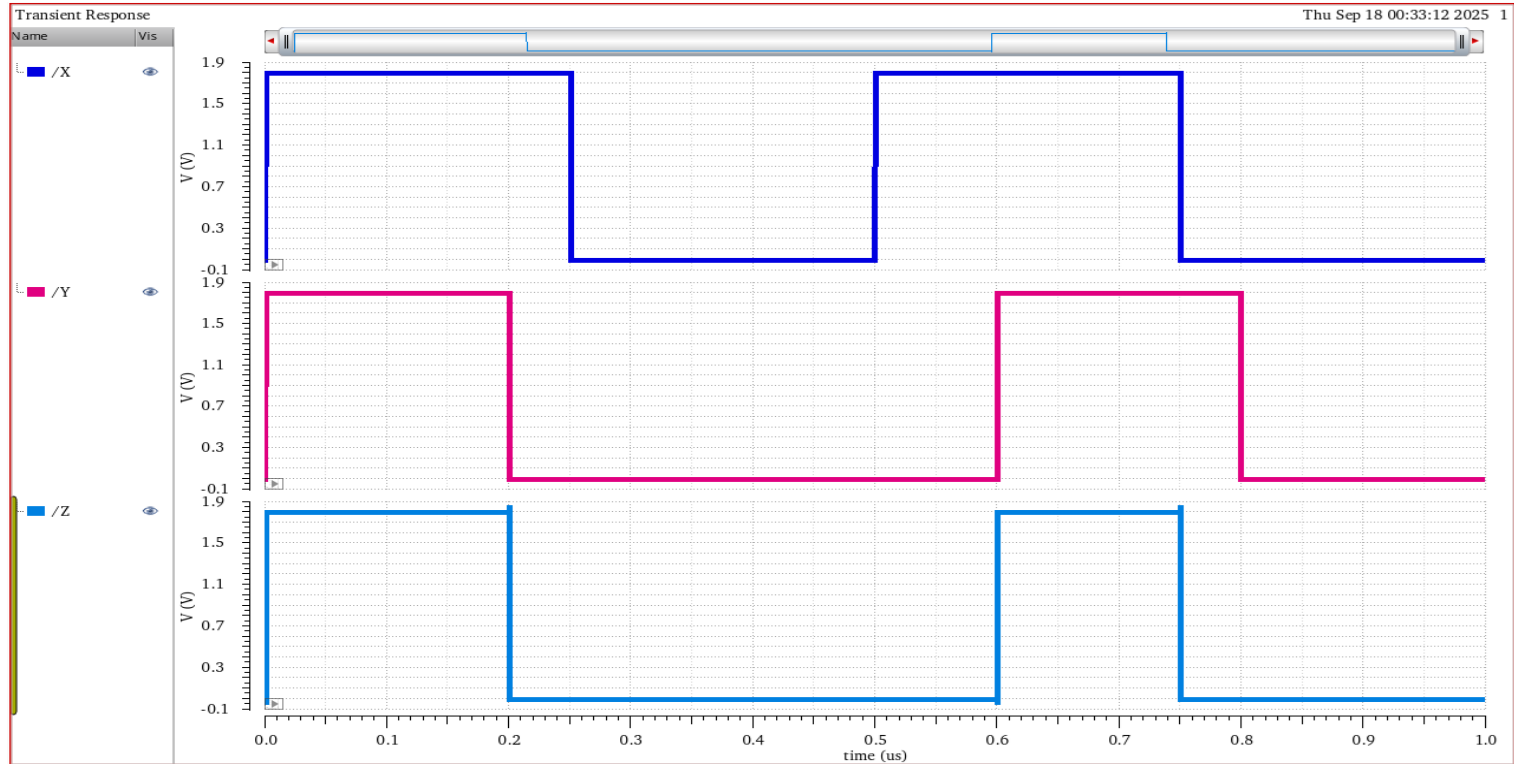




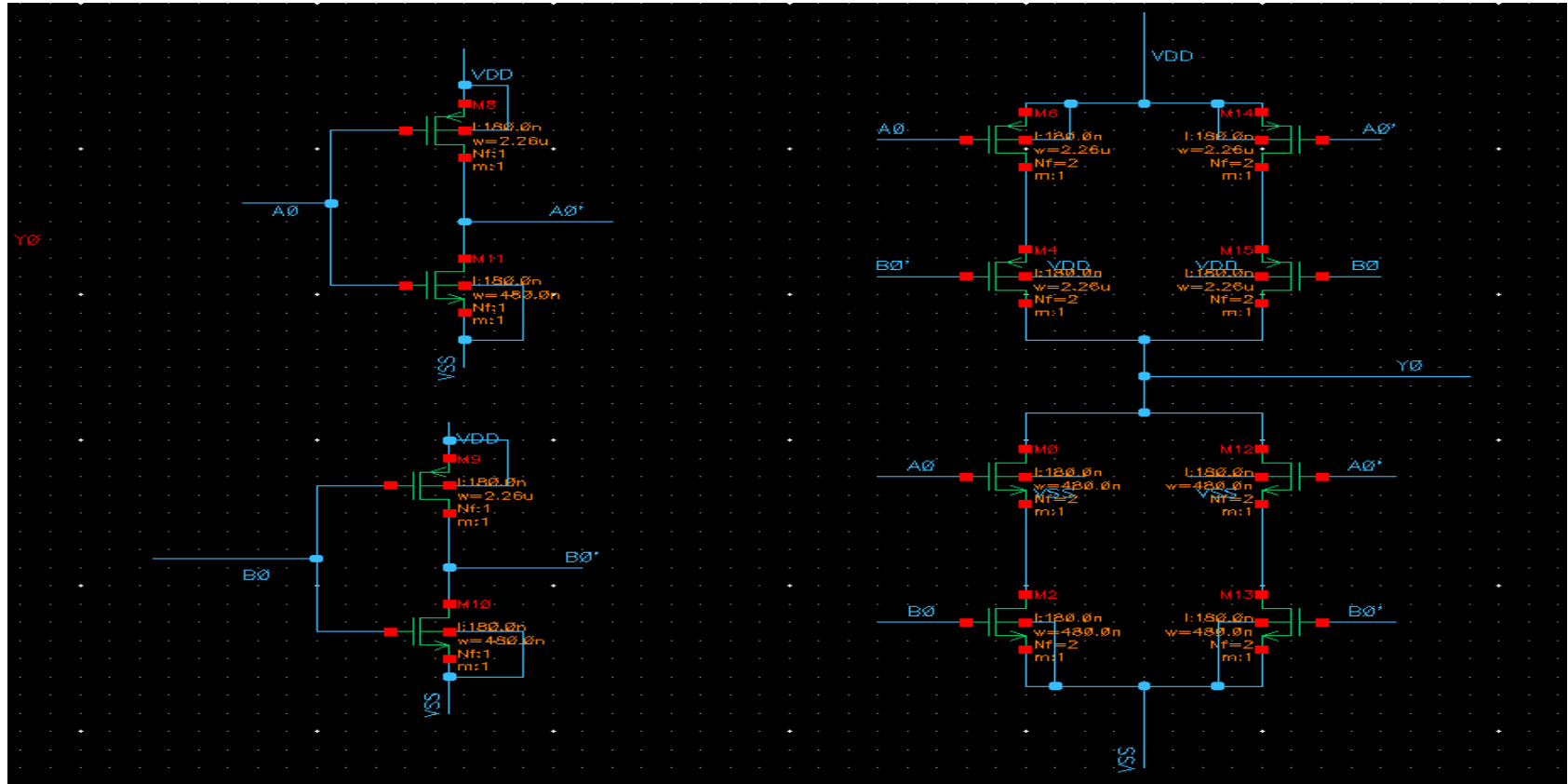
## AND Gate -testbench



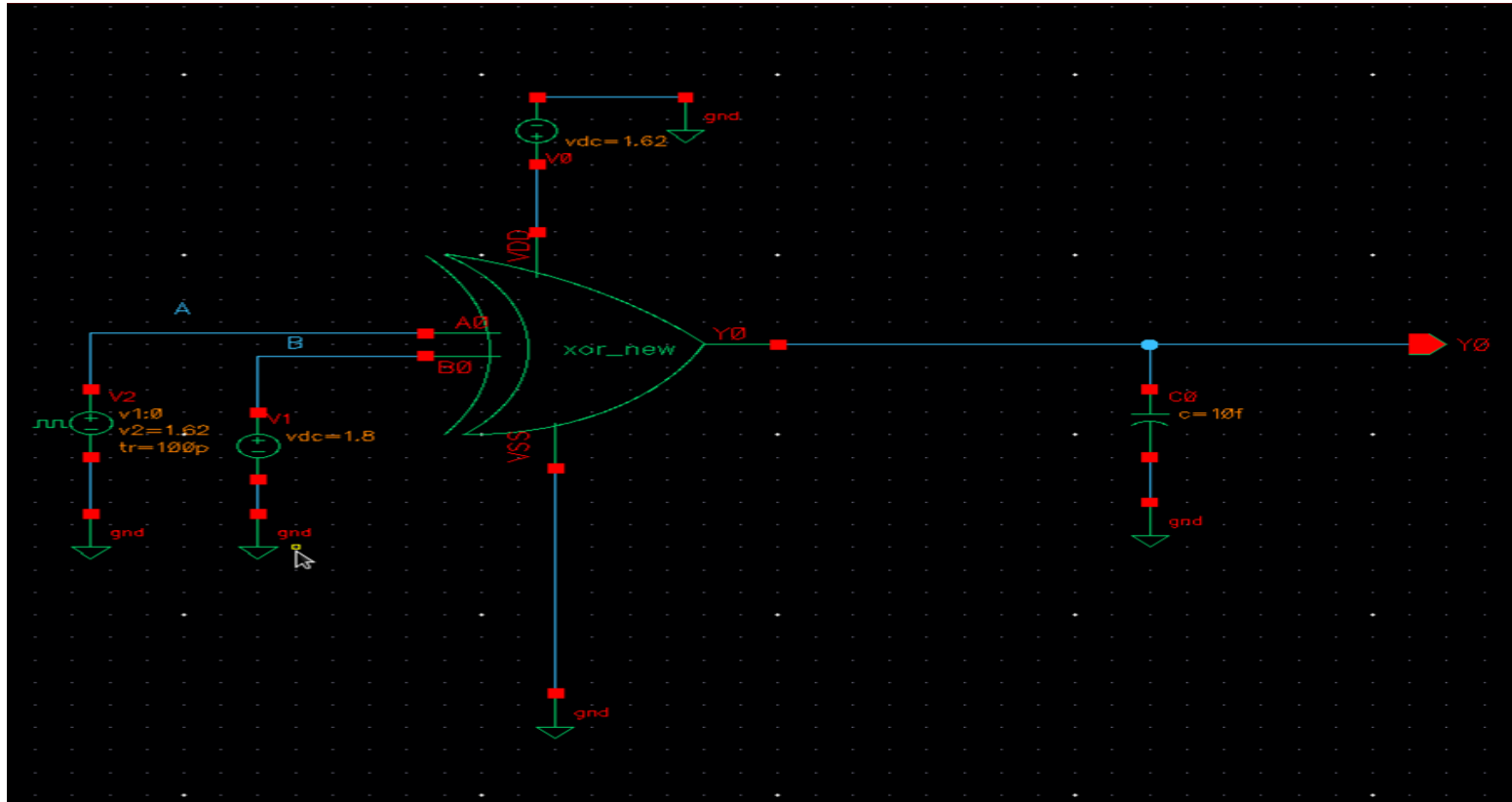
## And gate waveform



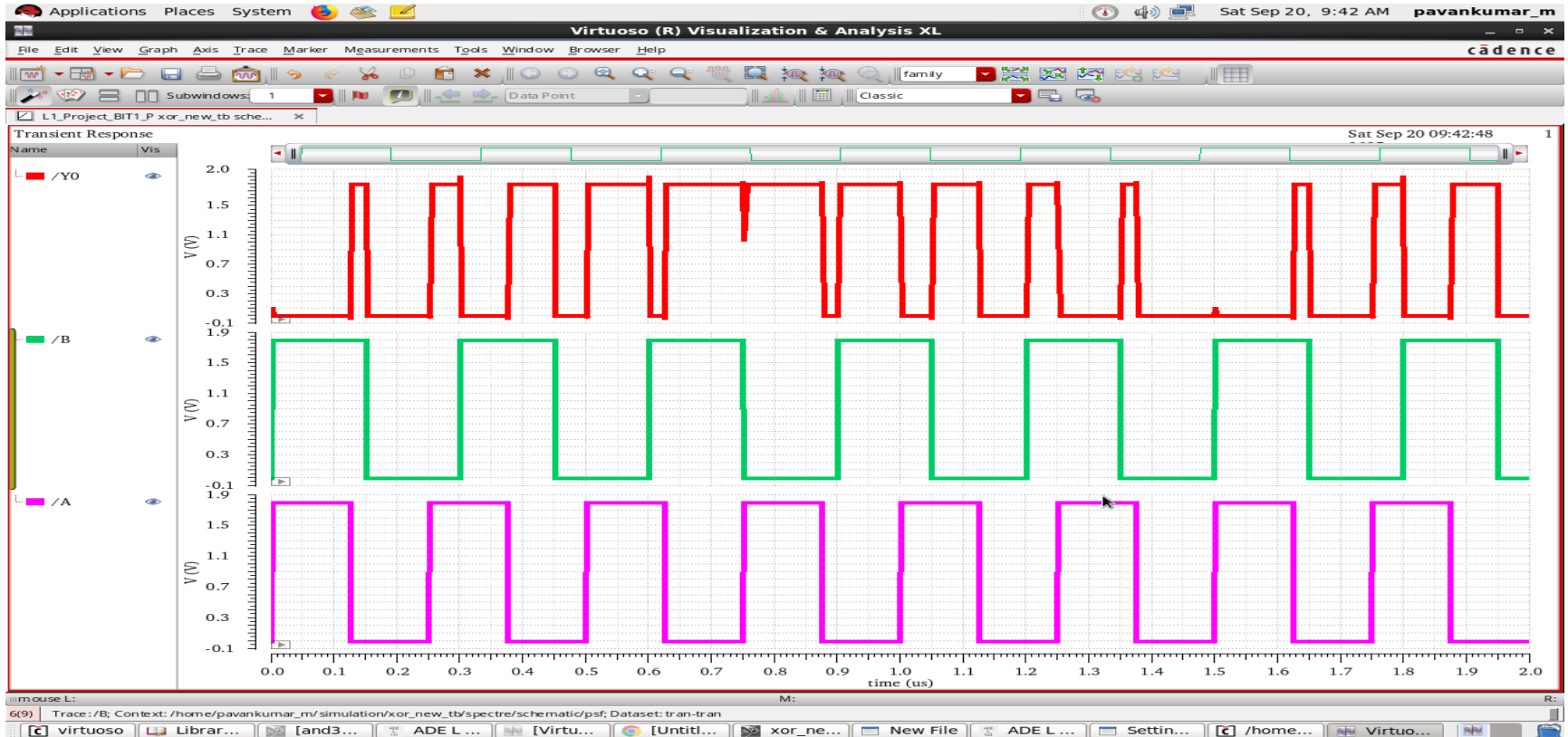
# EXOR Schematic



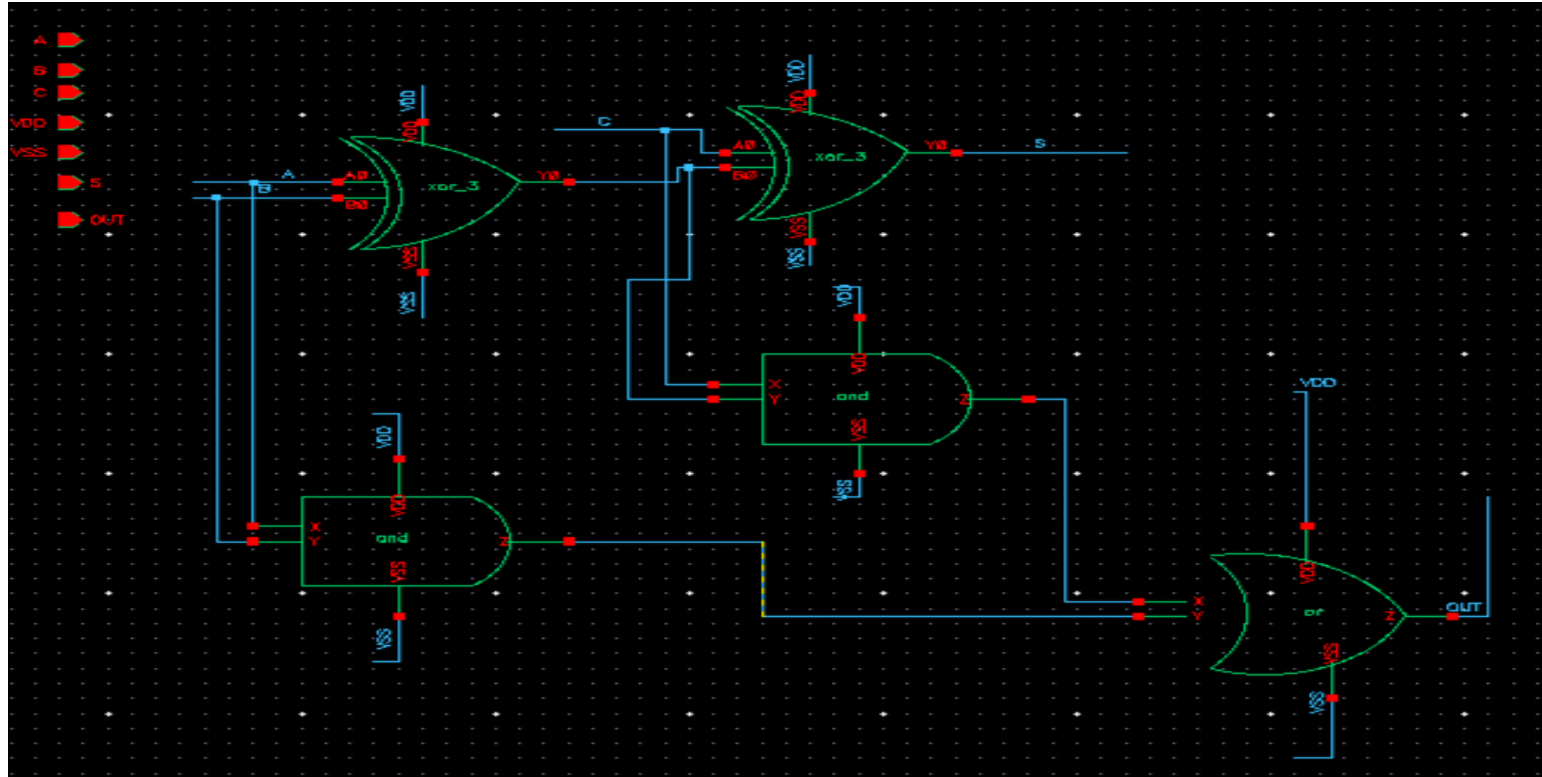
## Exor - testbench



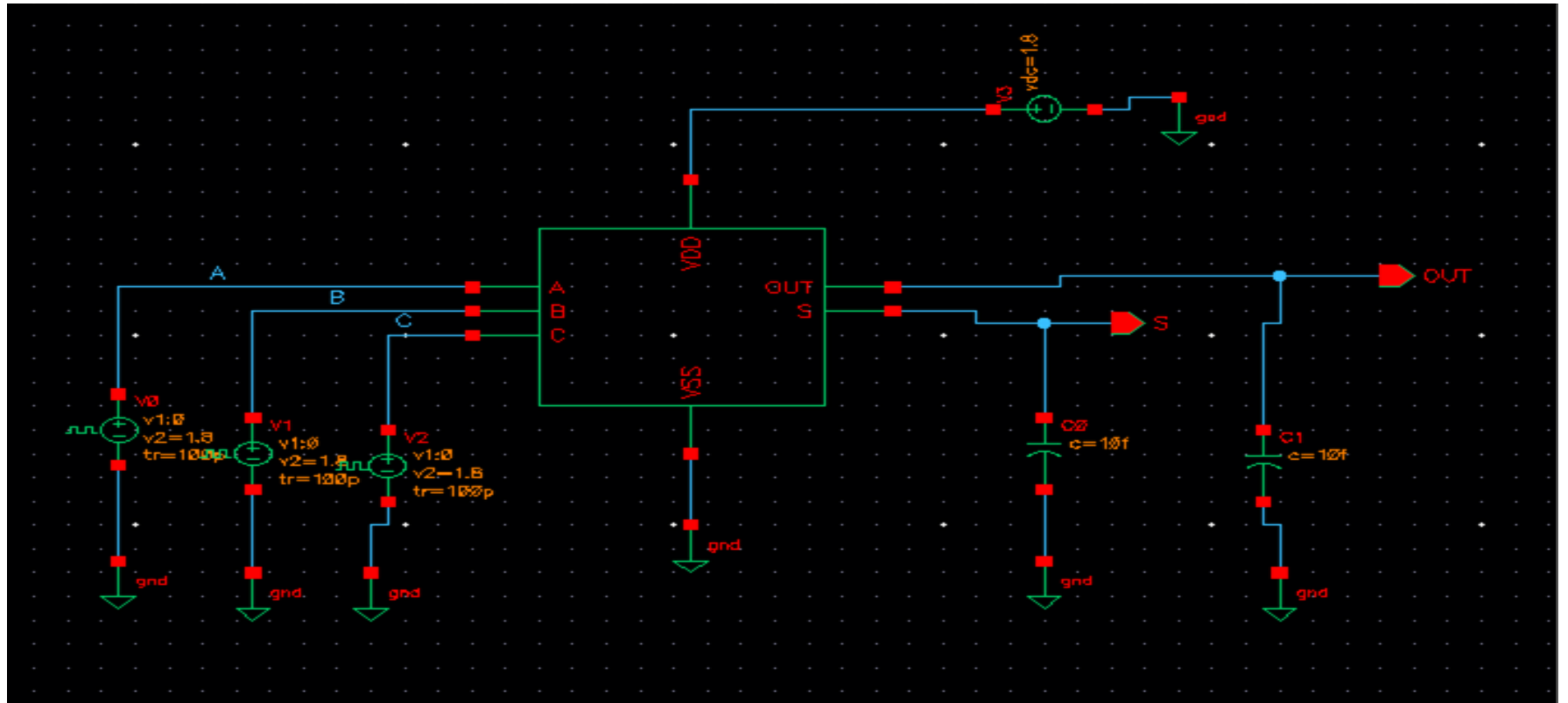
# EXOR\_New Simulation Result



## FULL\_Adder Schematic



## Full Adder - testbench

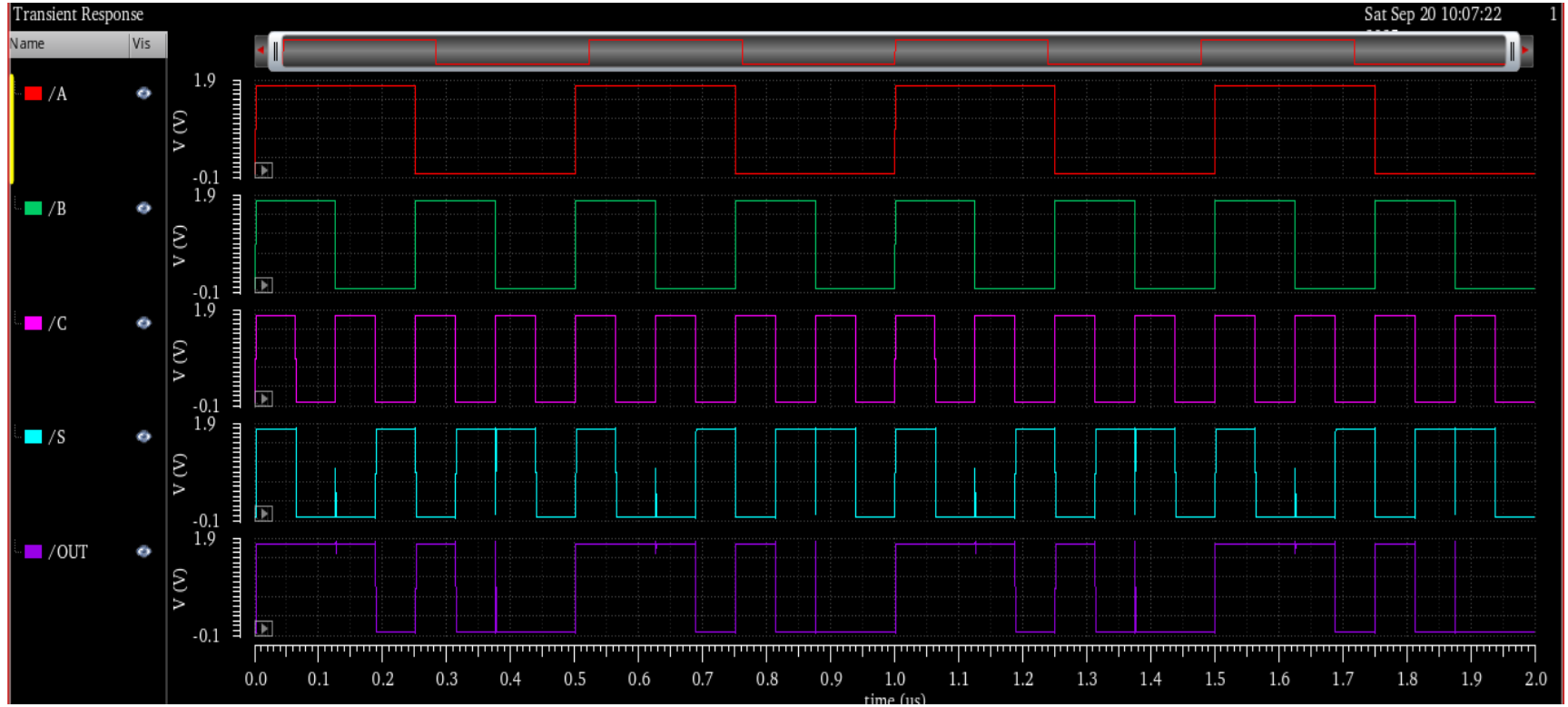


## **FULL ADDER truth table**

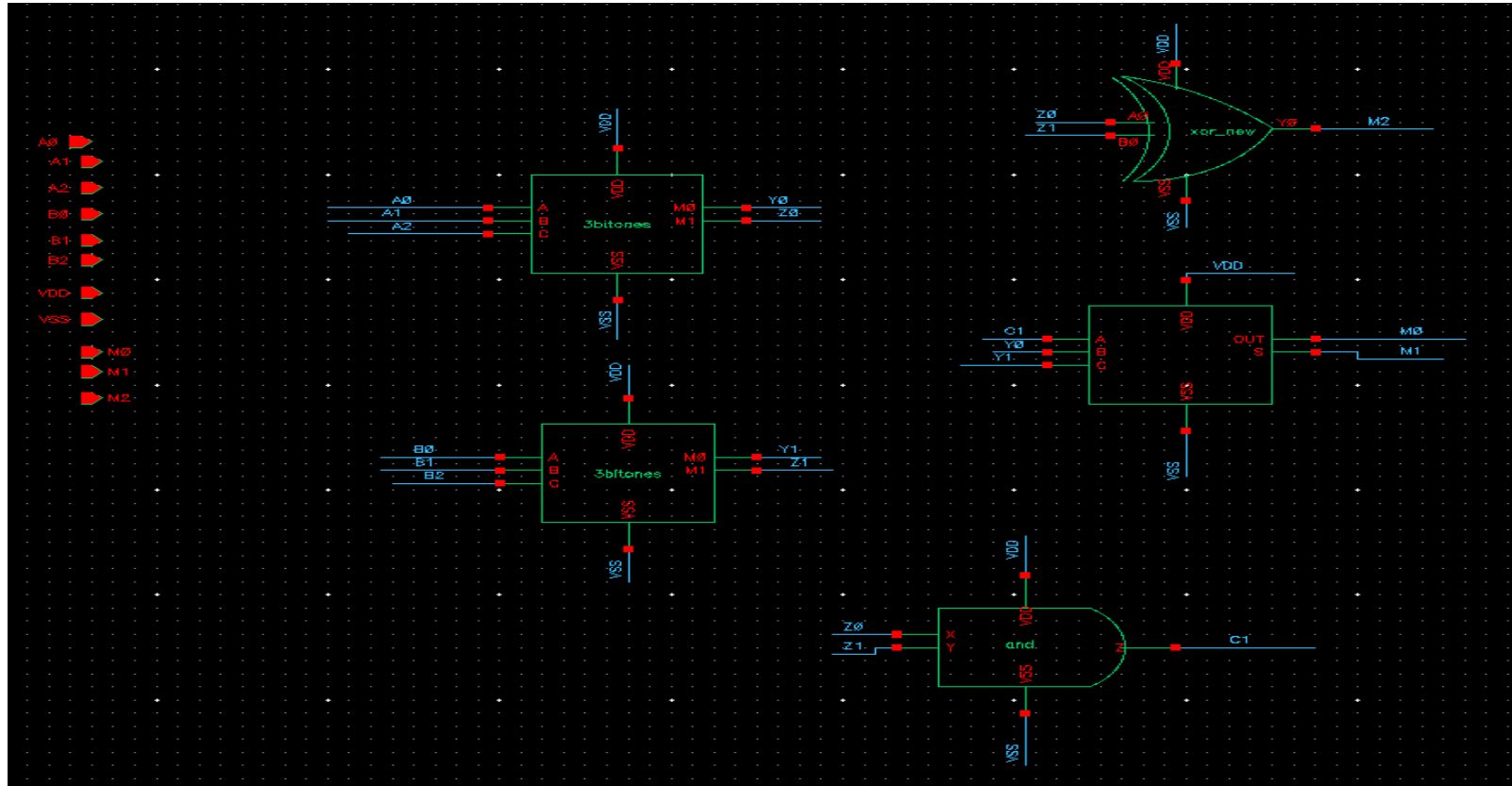
<b>Adder</b>				
<b>Truth Table</b>				
<b>A</b>	<b>B</b>	<b>C</b>	<b>S</b>	<b>OUT</b>
<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>



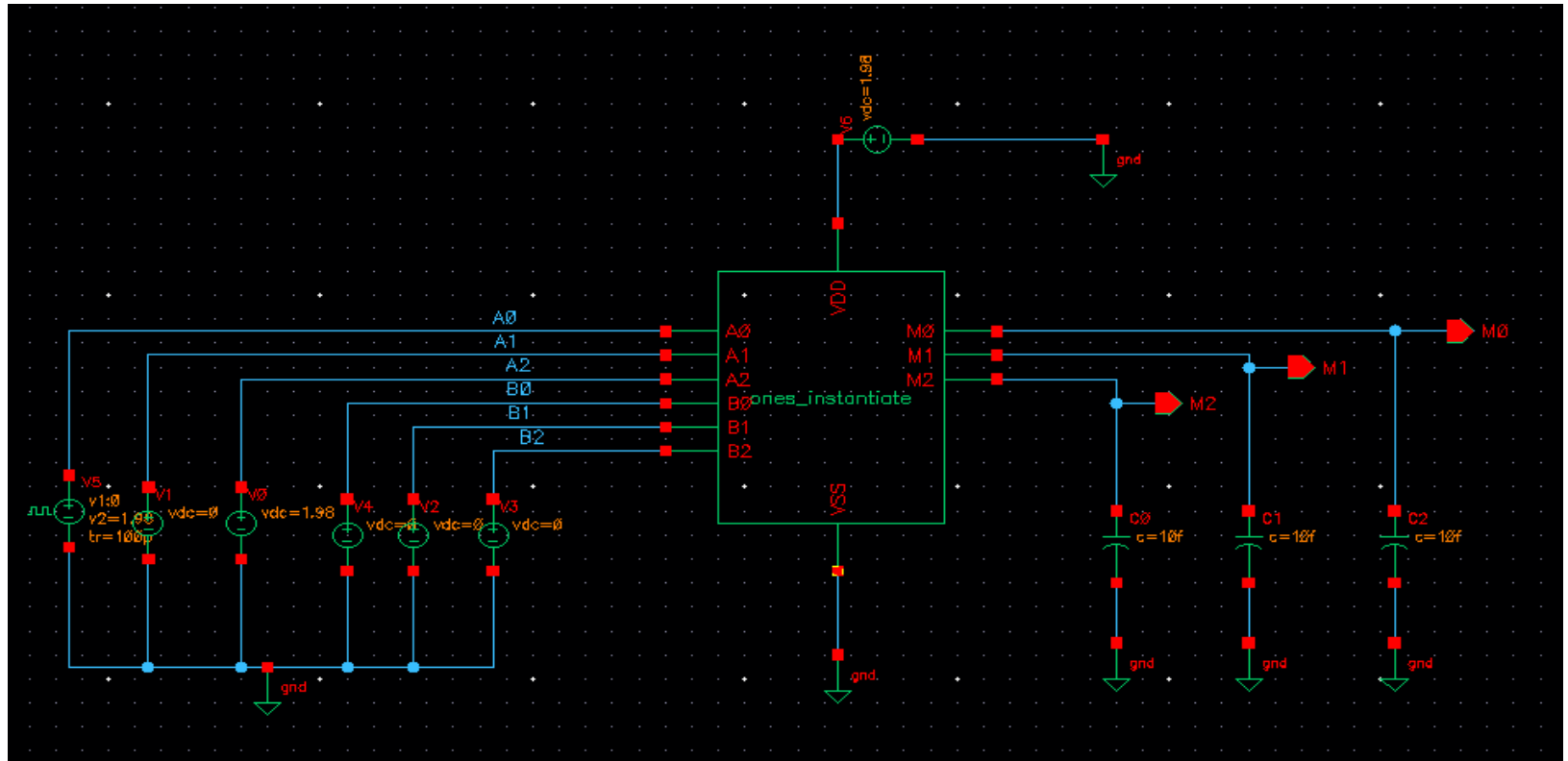
# FULL ADDER Waveforms



## Bit -1 Schematic

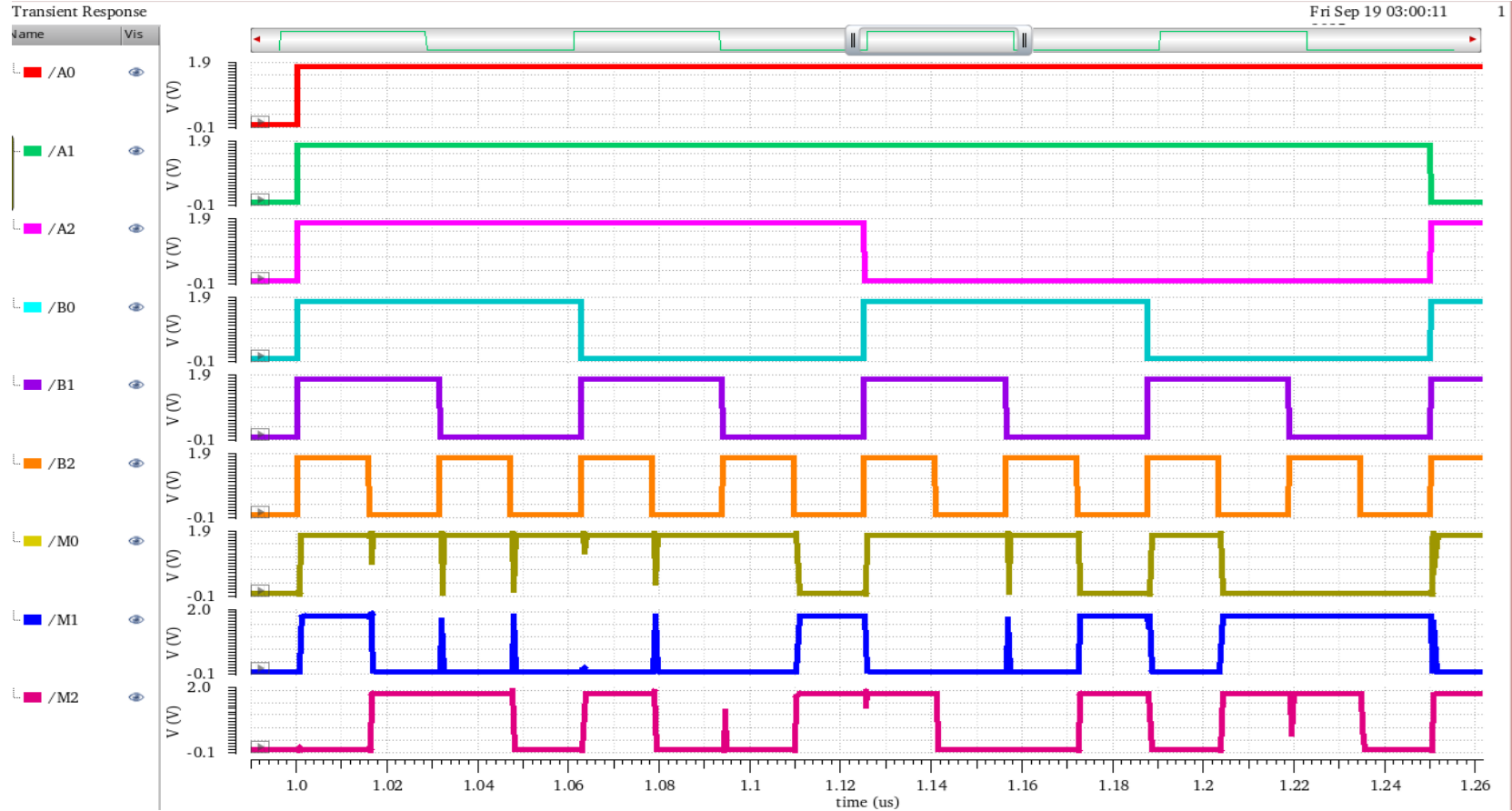


## Bit1 - schematic\_tb

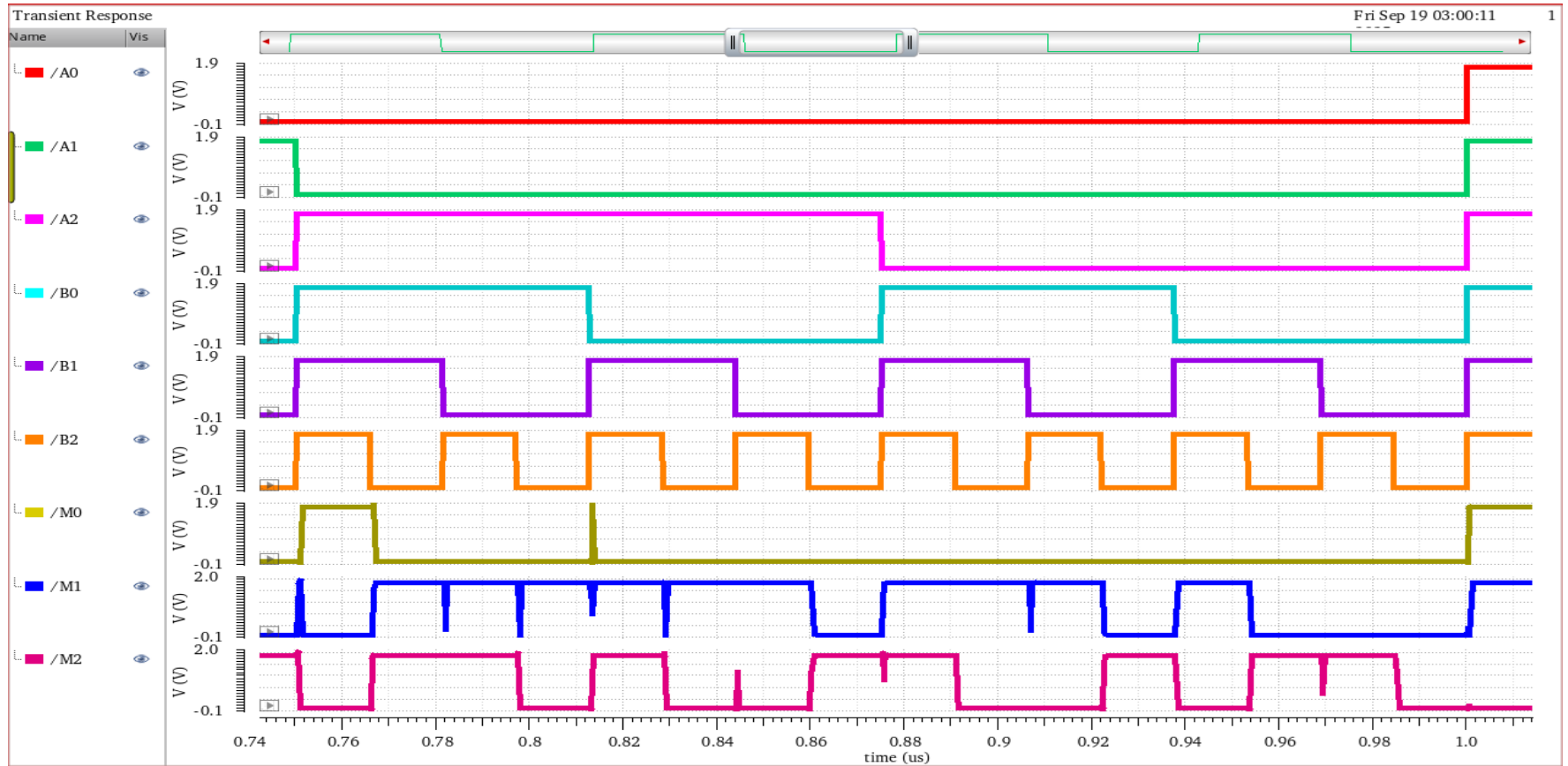




# Bit1 waveforms



# Bit1 waveforms



## Worst delay A0 → M0

Process	FF	TT	SS
Rise delay	618.87ps	849.22ps	1.138fs
Fall delay	696.24ps	927.601ps	1.198fs
Current	1.52uA	1.336uA	1.219uA

**Number of Transistor used - 228**

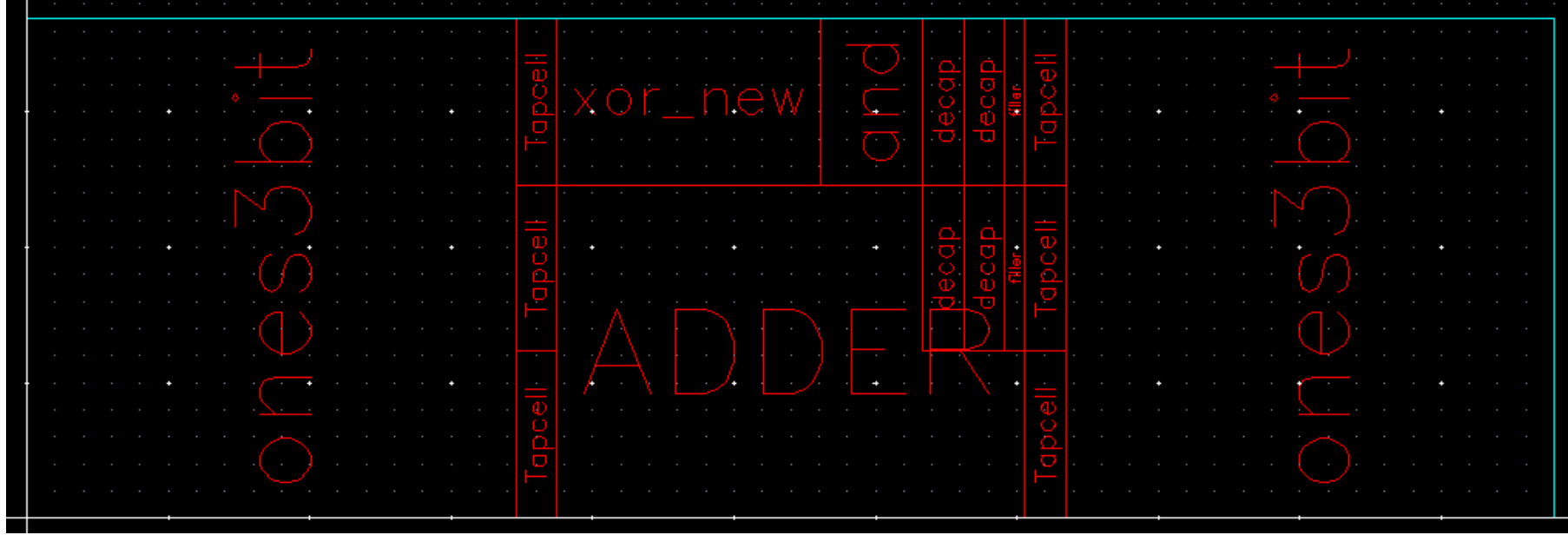
# APPLICATIONS

- Error detection(In hamming code)
- Voting machine
- Image/data processing
- Networking



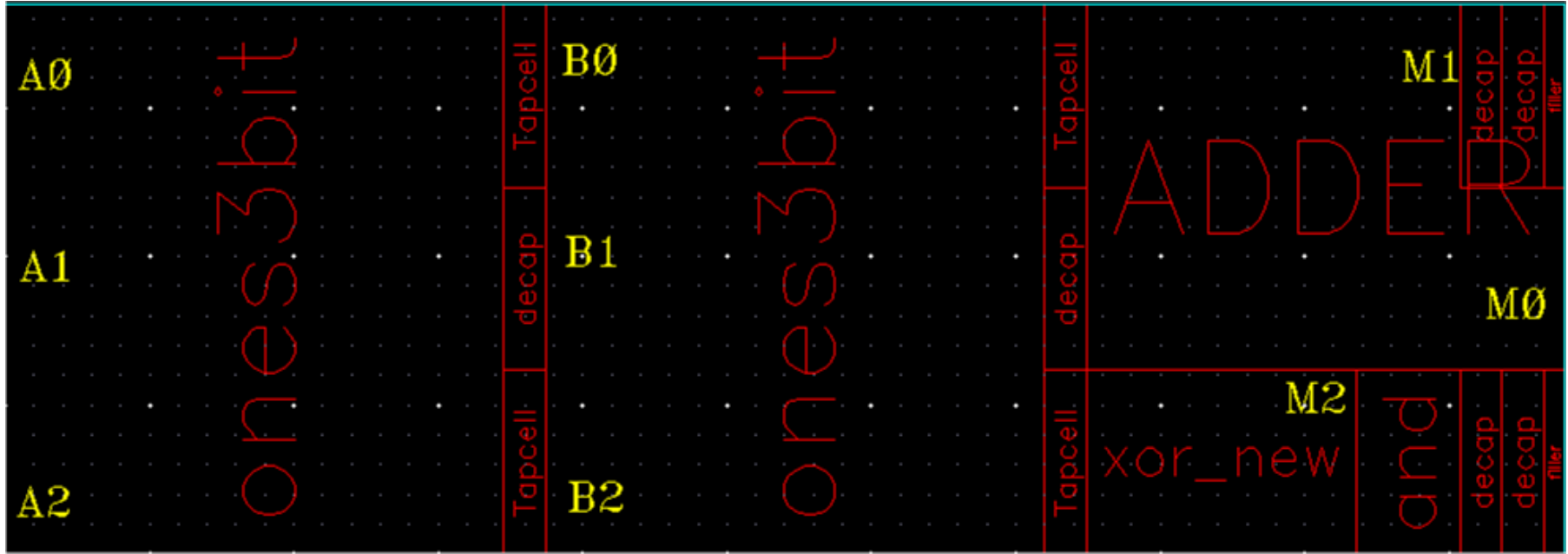
# Floorplan - 1

Area - 997  $\mu\text{m}^2$

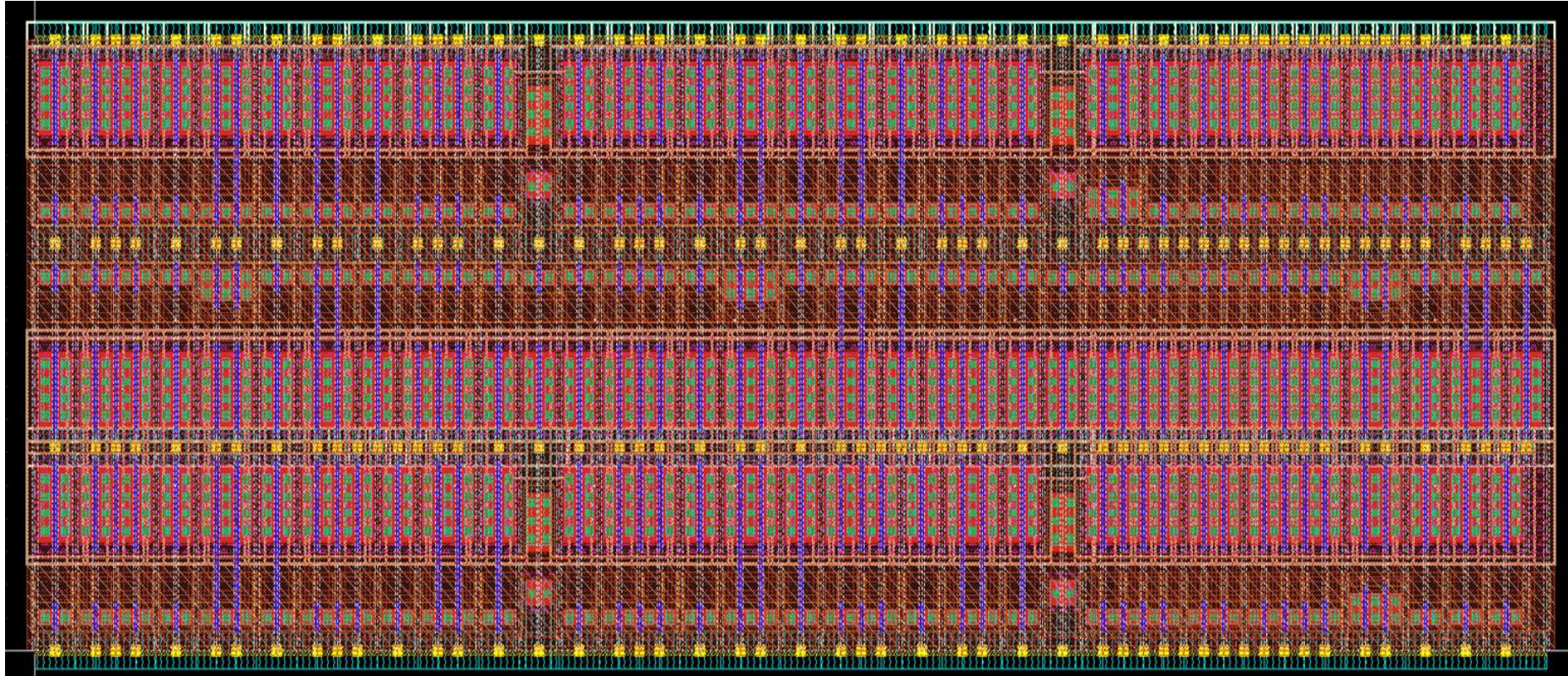


# Floorplan - 2

Area - 997um<sup>2</sup>



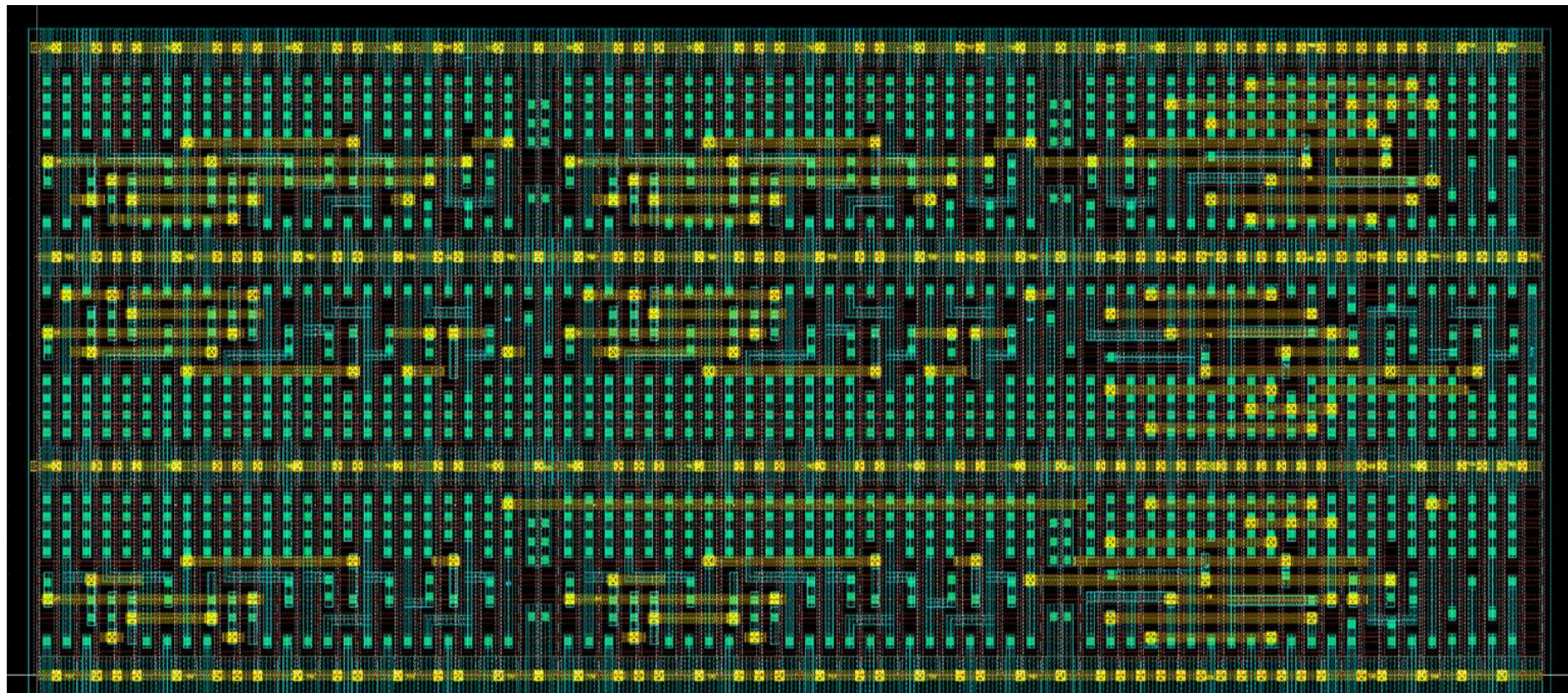
# Main block Placement





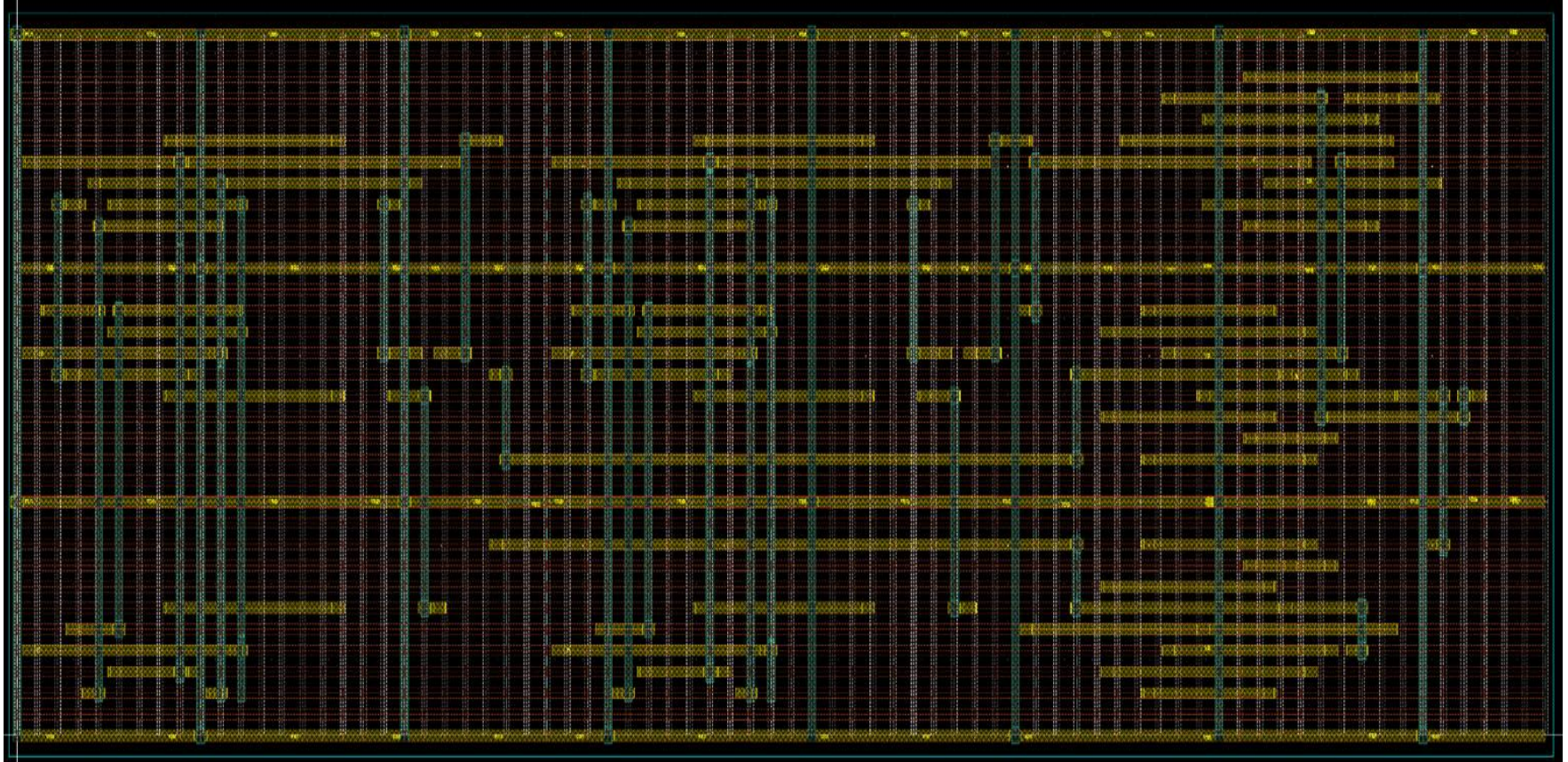
# Routing top level

## M1-M2 routing

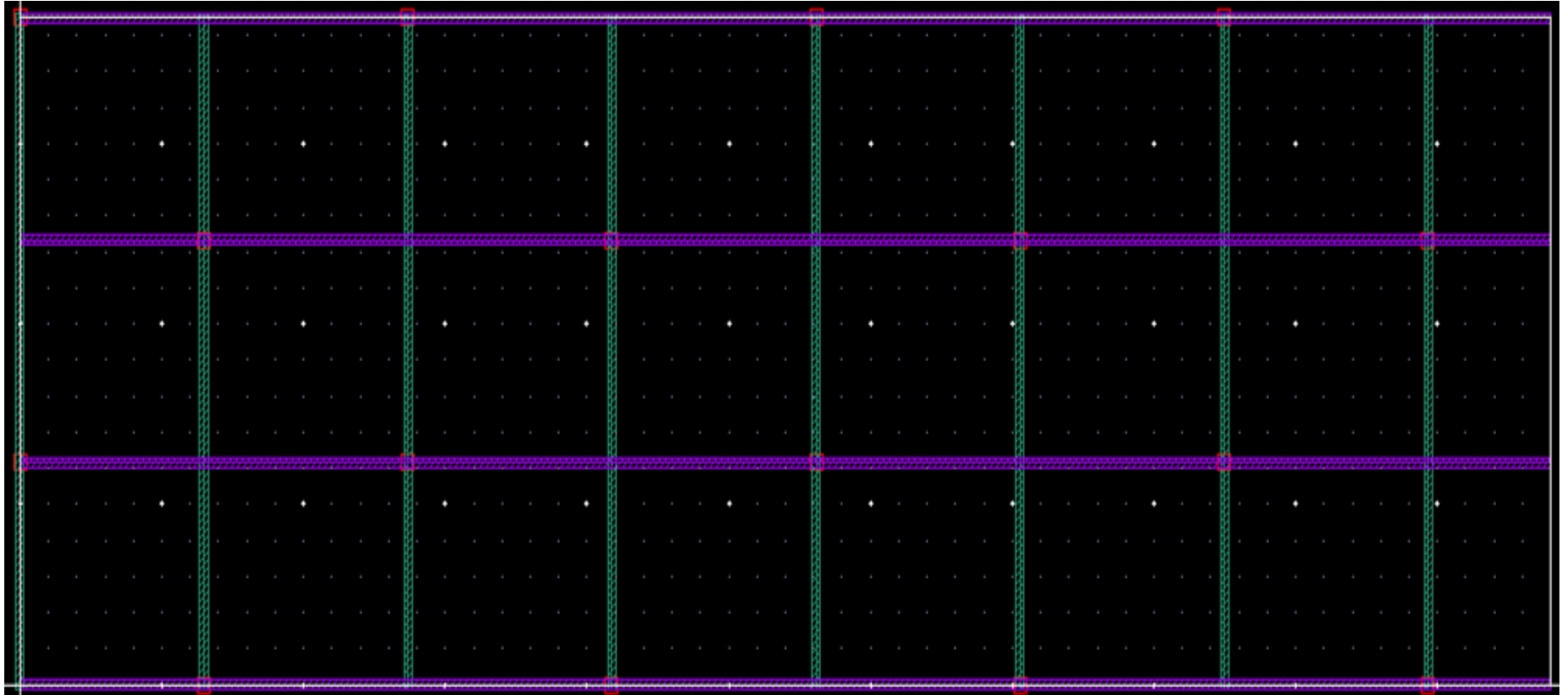




## M2-M3 routing

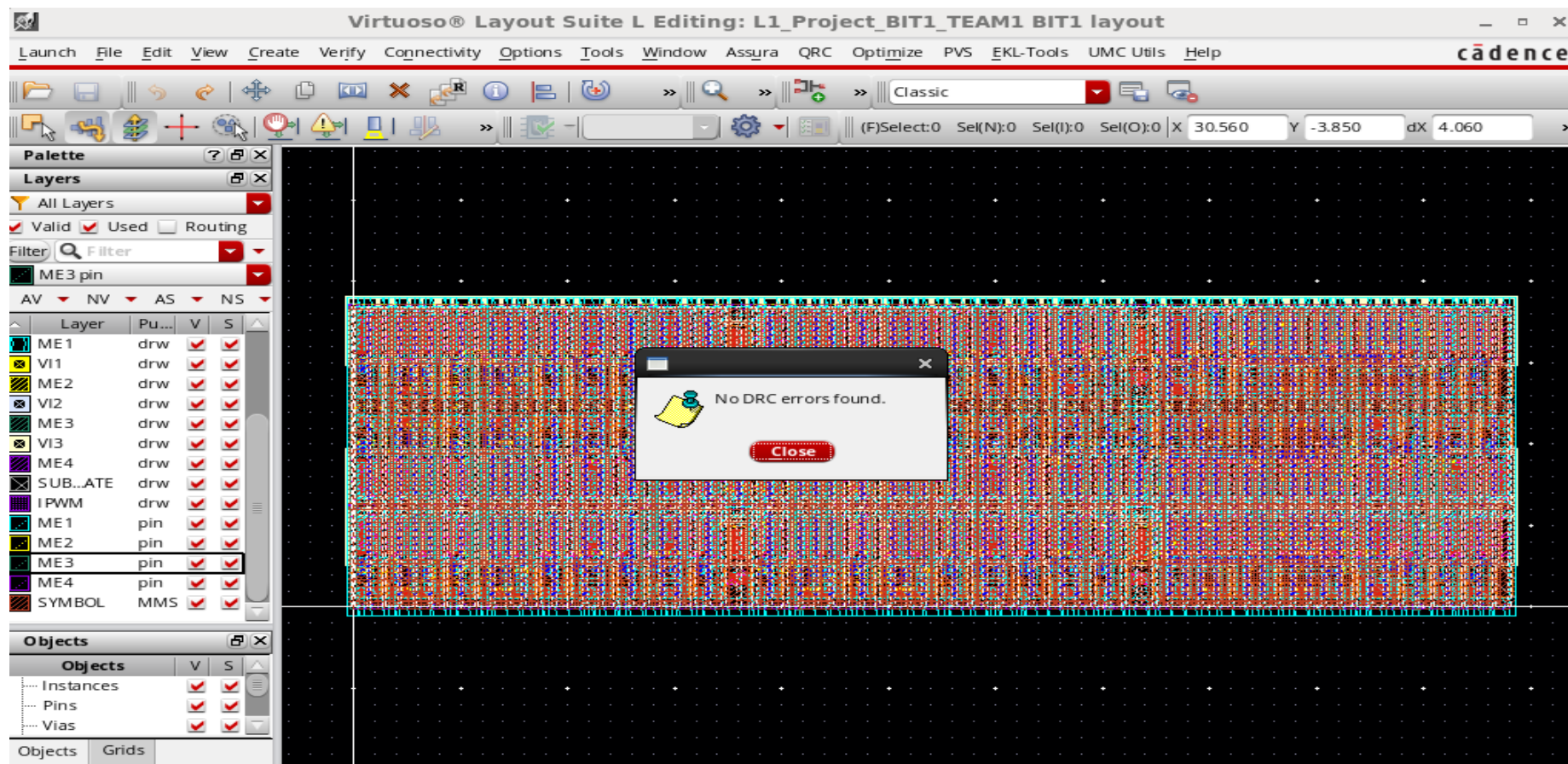


# Power mesh

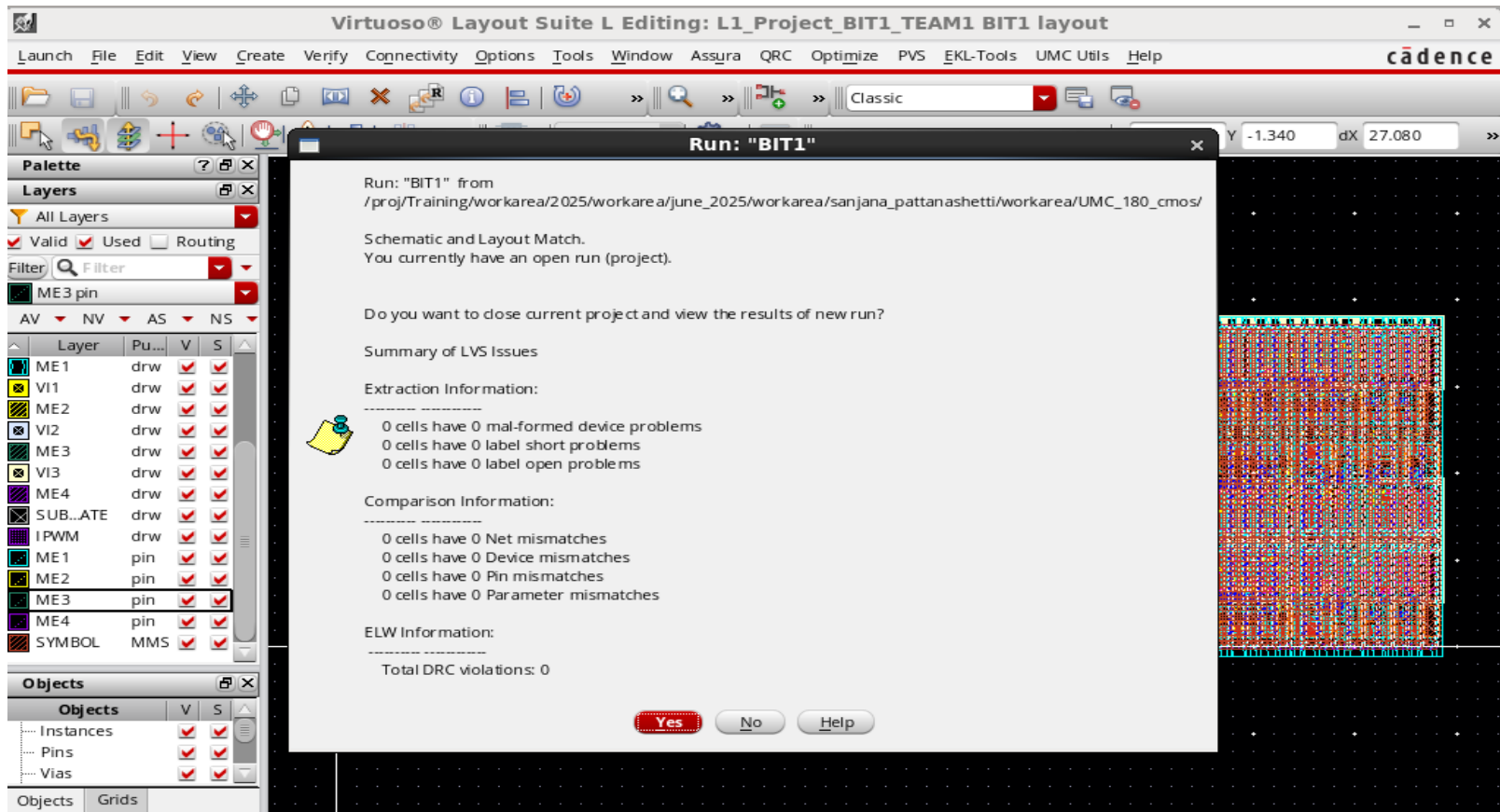




# DRC - Check of Main Block



# LVS Check Main Block





## Overall Outcomes by the Team

1. Learned how to do floorplan.
2. Routing of sub-blocks
3. Top-level Routing
4. How to Plan Power Mesh
5. How to clean DRC and LVS in top-level.

# Difficulties

1. Routing of Exor in 13 CPP
2. Decap
3. Routing of Ones-3bit

## Work division between team members

1. Sanjana - Simulation of standard cells , 3-bit ones , main block , delay calculation , floorplan of main-block 1 , inv and full adder , ones3bit placement of inv , and3 , ones3bit , bit 1 .
2. Pavan - Simulation of standard cells , Simulation of OR EXOR, main block, current calculation, floorplan of OR , EXOR , ones3bit , de-cap layout , or layout ,Top level Routing Placement of De-cap ,OR , EXOR.
3. Jaine - Simulation of standard cells, simulation of Adder , PVT Analysis , floorplan of AND , AND 3, main block tried placements of AND , ADDER , Power Mesh, Routing of FULL ADDER.