



University of Tehran  
College of Engineering  
School of Electrical and Computer Engineering



# Digital Systems 1

Dr.Navabi

## Computer Assignment 3

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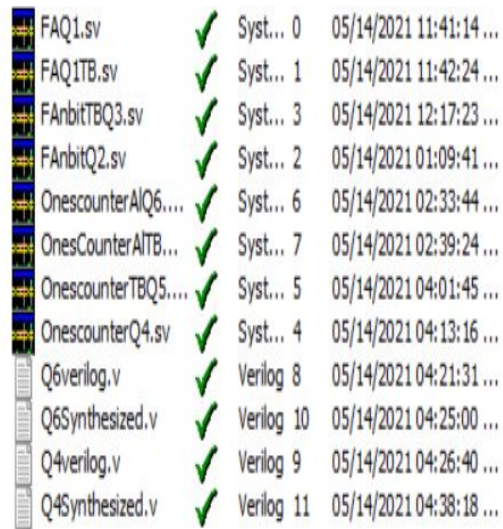
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## Abstract

In this assignment we start by creating a 1-bit full adder then we extend our definition to a n-bit full adder, then we combine these adders in six layers to create a 127-bit ones adder then we implement the adder with the always statement and lastly compare the optimization of our design to the designs given by yosys.

# 1 Project generated files

A full view of the generated and used SystemVerilog files in my project can be seen below:



FAQ1.sv	✓	Syst... 0	05/14/2021 11:41:14 ...
FAQ1TB.sv	✓	Syst... 1	05/14/2021 11:42:24 ...
FAnbitTBQ3.sv	✓	Syst... 3	05/14/2021 12:17:23 ...
FAnbitQ2.sv	✓	Syst... 2	05/14/2021 01:09:41 ...
OnescounterAlQ6....	✓	Syst... 6	05/14/2021 02:33:44 ...
OnesCounterAITB...	✓	Syst... 7	05/14/2021 02:39:24 ...
OnescounterTBQ5....	✓	Syst... 5	05/14/2021 04:01:45 ...
OnescounterQ4.sv	✓	Syst... 4	05/14/2021 04:13:16 ...
Q6verilog.v	✓	Verilog 8	05/14/2021 04:21:31 ...
Q6Synthesized.v	✓	Verilog 10	05/14/2021 04:25:00 ...
Q4verilog.v	✓	Verilog 9	05/14/2021 04:26:40 ...
Q4Synthesized.v	✓	Verilog 11	05/14/2021 04:38:18 ...

Figure 1: Generated and Compiled .sv & .v files

## 2 Questions

### 2.1 Q1

#### 2.1.1 Hand-Simulation

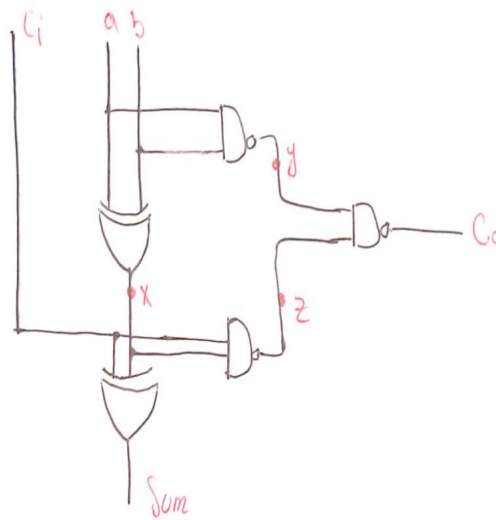


Figure 2: Hand Simulation

Based on the delays of computer assignment 1 we expect to get a 34ns delay to 1 and a 38 ns delay to 0 (these are for the S output of course) for brevity we consider that the  $C_o$  output comes out during these times which is not a wrongful assumption.

### 2.1.2 Verilog Code & Testbench

```
1 `timescale 1ns/1ns
2 module FAQ1(input a,b,CIN,output SUM,COU);
3     wire x,y,z;
4     nand #(10,8) (y,a,b);
5     xor #(17,19) (x,a,b);
6     nand #(10,8) (z,x,CIN);
7     nand #(10,8) (COU,y,z);
8     xor #(17,19) (SUM,x,CIN);
9 endmodule
```

```
1 `timescale 1ns/1ns
2 module FAQ1TB();
3     logic aa=0;
4     logic bb=0;
5     logic ci=0;
6     wire ss,ccout;
7     FAQ1 UUT(aa,bb,ci,ss,ccout);
8     initial begin
9         #80 ci=1;
10        #80 ci=0;
11        #80 bb=1;
12        #80 ci=1;
13        #80 ci=0;
14        #80 bb=0;
15        #80 aa=1;
16        #80 ci=1;
17        #80 ci=0;
18        #80 bb=1;
19        #80 ci=1;
20        #80 bb=0;
21        #80 ci=0;
22        #80 bb=1;
23        #80 ci=1;
24        #80 $stop;
25    end
26 endmodule
```

Figure 3: Verilog Code & Testbench

### 2.1.3 Waveform

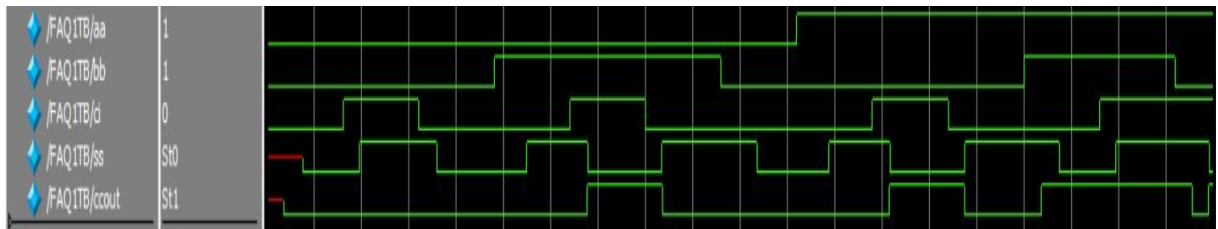


Figure 4: 1-bit FA Waveform

## 2.2 Q2 & Q3

### 2.2.1 Hand-Simulation

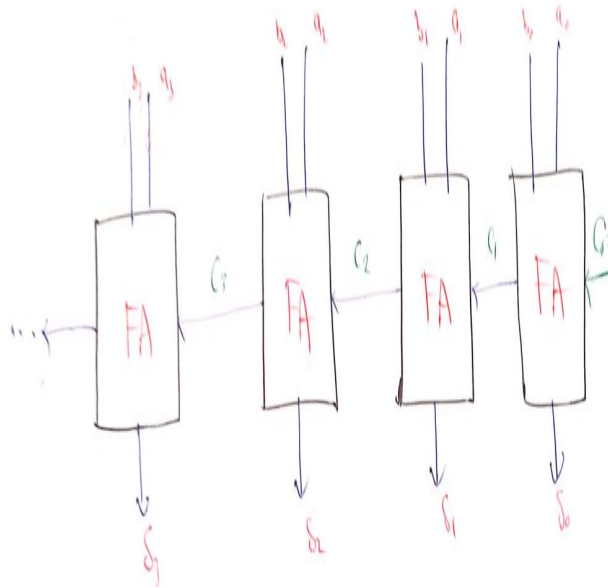


Figure 5: Hand Simulation

As we are using  $n$  full adders to make a  $n$ -bit full adder we shall multiply the delay of the previous adders by  $n$  accordingly to meet our demands.

### 2.2.2 Verilog Code & Testbench

```

1  `timescale 1ns/1ns
2  module FAnbitQ2 #(parameter n = 4) ( a,b,CIN,SUM,COUT);
3      input [n-1:0]a,b;
4      input CIN;
5      output[n-1:0] SUM;
6      output COUT;
7      assign #(n*38) {COUT,SUM}=a+b+CIN;
8  endmodule

1  `timescale 1ns/1ns
2  module FAnbitTBQ3();
3      logic [3:0] aa=4'b1100;
4      logic [3:0] bb=4'b1001;
5      logic ci=0;
6      wire[3:0] ss;
7      wire ccout;
8      FAnbitQ2 #4 UUT(aa,bb,ci,ss,ccout);
9      initial begin
10         repeat(12)#250
11             {aa,bb}=$random();
12         #250 $stop;
13     end
14 endmodule

```

Figure 6: Verilog Code & Testbench

### 2.2.3 Waveform

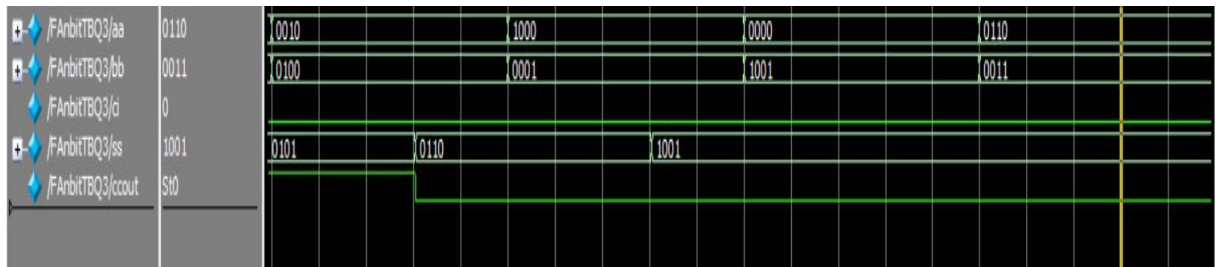


Figure 7: 4-bit FA Waveform

## 2.3 Q4 & Q5

### 2.3.1 Hand-Simulation

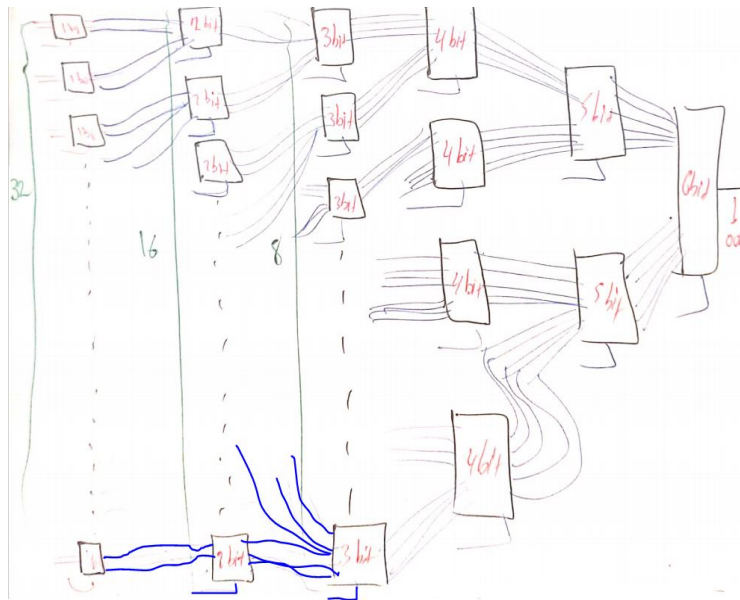


Figure 8: Hand Simulation

The concept of this part is to have a tree implementation consisted of 6 layers, to do this we withdraw some wires to give to the carry inputs of the adders, because we are adding it is not important which wire goes to which carry, hence we complete our design.



## 2.3.2 Verilog Code & Testbench

```

1 `timescale 1ns/1ns
2 module OnescounterQ4 #[parameter n = 6] (input [2**n-1:0]a,output [n:0]OUT);
3   wire [2**n-1:0]V1;
4   wire [3*(2**n-2)-1:0]V2;
5   wire [2**n-1-1:0]V3;
6   wire [16:0]V4;
7   wire [11:0]V5;
8   wire [6:0]V6;
9   genvar i;
10  generate
11    for(i=0;i<2**n-1;i=i+1)begin:Veneer1
12      FAnbitQ2 #1 FA(.a(a[3*i]),.b(a[3*i+1]),.CIN(a[3*i+2]),.SUM(V1[2*i]),.COUT(V1[2*i+1]));
13    end
14    for(i=0;i<2**n-2-1;i=i+1)begin:Veneer2
15      FAnbitQ2 #2 FA(.a(V1[4*i+1:4*i]),.b(V1[4*i+3:4*i+2]),.CIN(a[4+96]),.SUM(V2[3*i+1:3*i]),.COUT(V2[3*i+2]));
16    end
17    for(i=0;i<2**n-3-1;i=i+1)begin:Veneer3
18      FAnbitQ2 #3 FA(.a(V2[6*i+2:6*i]),.b(V2[6*i+5:6*i+3]),.CIN(a[4+112]),.SUM(V3[4*i+2:4*i]),.COUT(V3[4*i+3]));
19    end
20    for(i=0;i<2**n-4-1;i=i+1)begin:Veneer4
21      FAnbitQ2 #4 FA(.a(V3[8*i+3:8*i]),.b(V3[8*i+7:8*i+4]),.CIN(a[4+120]),.SUM(V4[5*i+3:5*i]),.COUT(V4[5*i+4]));
22    end
23    for(i=0;i<2**n-5-1;i=i+1)begin:Veneer5
24      FAnbitQ2 #5 FA(.a(V4[10*i+4:10*i]),.b(V4[10*i+9:10*i+5]),.CIN(a[4+124]),.SUM(V5[6*i+4:6*i]),.COUT(V5[6*i+5]));
25    end
26    FAnbitQ2 #6 FA(.a(V5[5:0]),.b(V5[11:6]),.CIN(a[126]),.SUM(V6[5:0]),.COUT(V6[6]));
27  endgenerate
28  assign OUT=V6;
29 endmodule

```

```

1 `timescale 1ns/1ns
2 module OnescounterTBQ5;
3   logic [126 : 0] aa;
4   wire [6 : 0] ww;
5   OnescounterQ4 #6 UUT(aa, ww);
6   initial begin
7     repeat (12) #1000 aa=$random();
8     #1000;
9     #1000 aa = 127'b1;
10    repeat(254) #1000 aa={~aa[0],aa[126:1]};
11    #1000 $stop;
12  end
13 endmodule
14

```

Figure 9: Verilog Code & Testbench

## 2.3.3 Waveform

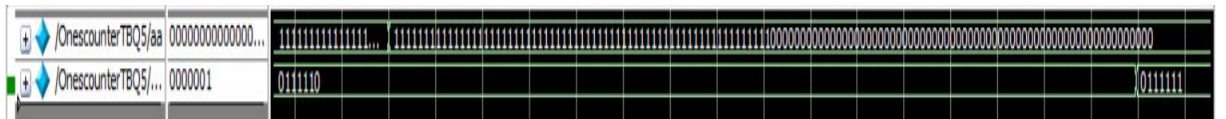


Figure 10: Ones counter Waveform

## 2.4 Q6

In this part similar to C-Programming we add the bits of the number one by one and since we have annotated the delays previously we get the following result.

### 2.4.1 Verilog Code & Testbench

```

1 `timescale 1ns/1ns
2 module OnescounterAlQ6 #(parameter n = 6) (input [0 : 2** (n + 1) - 2] in,output [n : 0] out);
3     integer k=0;
4     integer Dummy=0;
5     always@(in) begin
6         Dummy=0;
7         for(k=0;k<126;k=k+1)begin
8             Dummy=Dummy+in[k];
9         end
10    end
11    assign #798 out=Dummy;
12 endmodule

```

```

1 `timescale 1ns/1ns
2 module OnescounterAlTBQ6;
3     logic [126 : 0] aa;
4     wire [6 : 0] ww;
5     OnescounterAlQ6 #6 UUT(aa, ww);
6     initial begin
7         repeat (12) #1000 aa=$random();
8         #1000;
9         #1000 aa = 127'b1;
10        repeat(254) #1000 aa={~aa[0],aa[126:1]};
11        #1000 $stop;
12    end
13 endmodule

```

Figure 11: Verilog Code & Testbench

### 2.4.2 Waveform



Figure 12: Ones counter Waveform

## 2.5 Q7

Here we use yosys to synthesize the codes of part 4 and 6 the results are as follows:

```
=== OnescounterAlQ6 ===  
  
Number of wires:          682  
Number of wire bits:      845  
Number of public wires:   3  
Number of public wire bits: 166  
Number of memories:       0  
Number of memory bits:    0  
Number of processes:      0  
Number of cells:          686  
$ _AND_                   9  
$ _AOI3_                   43  
$ _NAND_                   18  
$ _NOR_                   231  
$ _NOT_                   100  
$ _OAI3_                   9  
$ _OR_                    18  
$ _XNOR_                  223  
$ _XOR_                   35  
  
4.1.2. Re-integrating ABC results.  
ABC RESULTS:      NAND cells: 554  
ABC RESULTS:      NOR cells: 752  
ABC RESULTS:      NOT cells: 284  
ABC RESULTS:      internal signals: 679  
ABC RESULTS:      input signals: 127  
ABC RESULTS:      output signals: 7  
Removing temp directory.
```

Figure 13: Synthesis of art 4

OnescounterQ4	1	
\$paramod\FAnbitQ2\n=1	32	
\$paramod\FAnbitQ2\n=2	16	
\$paramod\FAnbitQ2\n=3	8	
\$paramod\FAnbitQ2\n=4	4	
\$paramod\FAnbitQ2\n=5	2	
\$paramod\FAnbitQ2\n=6	1	
Number of wires:	692	
Number of wire bits:	1172	
Number of public wires:	323	
Number of public wire bits:	803	
Number of memories:	0	
Number of memory bits:	0	
Number of processes:	0	
Number of cells:	552	
\$ _AND_	50	
\$ _AOI3_	46	
\$ _NAND_	85	
\$ _NOR_	1	
\$ _NOT_	44	
\$ _OAI3_	80	
\$ _OR_	6	
\$ _XNOR_	128	
\$ _XOR_	112	

4.6.2. Re-integrating ABC results.		
ABC RESULTS:	NAND cells:	18
ABC RESULTS:	NOR cells:	39
ABC RESULTS:	NOT cells:	19
ABC RESULTS:	internal signals:	25
ABC RESULTS:	input signals:	13
ABC RESULTS:	output signals:	7
Removing temp directory.		

Figure 14: Synthesis of art 6

Due to the concept which is repeatedly mentioned in class which I quote "There is no free lunch" because we have designed the counter of problem 4 with more difficulty and precision, hence when we synthesize it with yosys it shall use less gates to give us a fully functional circuit.