Lab 07. Implementation of 4 bit array multiplier using Verilog HDL

Objectives.

The design and implementation for 4-bit binary multiplier

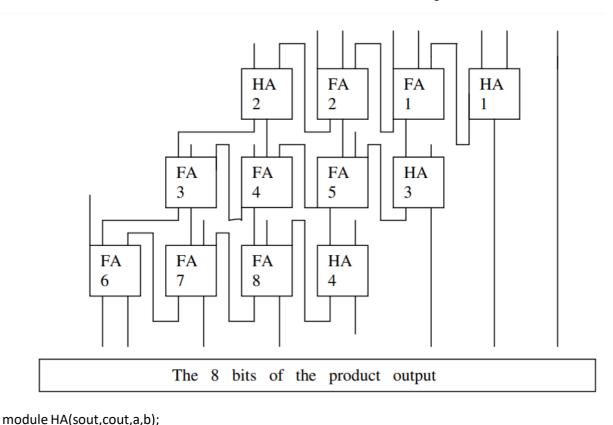
Verify correctness by comparing the output against expected results for various input combinations.

Implement smaller modules for partial product generation and addition.

Introduction

A 4-bit array multiplier is a digital circuit or component designed to multiply two 4-bit binary numbers. Each of the binary numbers is treated as an array of 4 bits, and the multiplication is carried out using a systematic arrangement of logic gates. The array multiplier performs a series of partial products and adds them to obtain the final result of the multiplication.

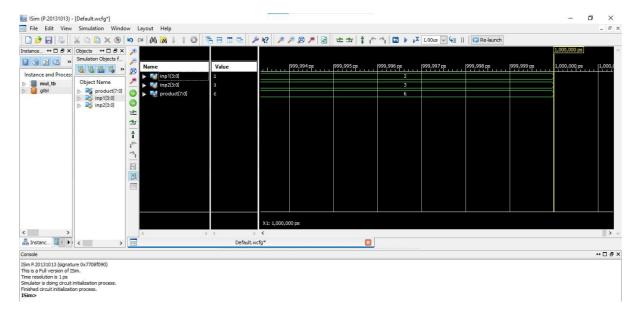
The gate level diagram of the 4 bit array multiplier was obtained as follows: - (The unconnected inputs are the combinations of the input bits ANDed in pairs. The exact combinations at each adder box can be found out from the Verilog code)



```
output sout,cout;
input a,b;
assign sout=a^b;
assign cout=(a&b);
endmodule
module FA(sout,cout,a,b,cin);
```

```
output sout, cout;
input a,b,cin;
assign sout=(a^b^cin);
assign cout=((a\&b)|(a\&cin)|(b\&cin));
endmodule
module multiply4bits(product,inp1,inp2);
output [7:0]product;
input [3:0]inp1;
input [3:0]inp2;
assign product[0]=(inp1[0]&inp2[0]);
wire x1,x2,x3,x4,x5,x6,x7,x8,x9,x10,x11,x12,x13,x14,x15,x16,x17;
HA HA1(product[1],x1,(inp1[1]&inp2[0]),(inp1[0]&inp2[1]));
FA FA1(x2,x3,inp1[1]&inp2[1],(inp1[0]&inp2[2]),x1);
FA FA2(x4,x5,(inp1[1]&inp2[2]),(inp1[0]&inp2[3]),x3);
HA HA2(x6,x7,(inp1[1]&inp2[3]),x5);
HA HA3(product[2],x15,x2,(inp1[2]&inp2[0]));
FA FA5(x14,x16,x4,(inp1[2]&inp2[1]),x15);
FA FA4(x13,x17,x6,(inp1[2]&inp2[2]),x16);
FA FA3(x9,x8,x7,(inp1[2]&inp2[3]),x17);
HA HA4(product[3],x12,x14,(inp1[3]&inp2[0]));
FA FA8(product[4],x11,x13,(inp1[3]&inp2[1]),x12);
FA FA7(product[5],x10,x9,(inp1[3]&inp2[2]),x11); FA
FA6(product[6],product[7],x8,(inp1[3]&inp2[3]),x10);
```

Endmodule



Task

Implement the following Multiplier using Verilog.

Carry Save Reduction Scheme – (Example 6x6)

