LAB 05

OBJECTIVE: Develop, implement, and simulate a 2x2 Multiplier & 4x4 Multiplier.

```
4x4 Multiplier:
```

```
module Multiplier4x4(
       input [3:0] a,
23
24
       input [3:0] b,
       output [7:0] product
25
26
       );
   wire s0[3:0],s1[3:0],s2[3:0];
27
  wire c0,c1,c2;
28
         reg p[3:0][3:0]; // double array for partial products
29
30
         integer i,j;
31
32
33
         always@(a or b)
34
         begin
35
              for(i=0;i<=3;i=i+1)
                                      // nested for loops.
36
                 for(j=0;j<=3;j=j+1)
37
                   p[i][j] \le a[j] & b[i]; // to generate partial products.
38
39
40
41
         RCA4x4 RCA0({1'b0,p[0][3],p[0][2],p[0][1]},{p[1][3],p[1][2],p[1][1],p[0][0]},1'b0,{s0[3],s0[2],s0[1],s0[0]},c0);
42
         RCA4x4 RCA1({1'b0,s0[3],s0[2],s0[1]},{p[2][3],p[2][1],p[2][0]},c0,{s1[3],s1[2],s1[1],s1[0]},c1);
43
         44
45
46
47
         assign product[0]=p[0][0];
48
         assign product[1]=s0[0];
49
         assign product[2]=s1[0];
50
         assign product[3]=s2[0];
51
52
         assign product[4]=s2[1];
53
         assign product[5]=s2[2];
54
         assign product[6]=s2[3];
55
         assign product[7]=c2;
56
   endmodule
```

Verilog Test Fixture Code:

```
26
27
        // Inputs
       reg [3:0] a;
reg [3:0] b;
28
29
        // Outputs
30
       wire [7:0] product;
31
        // Instantiate the Unit Under Test (UUT)
32
       Multiplier4x4 uut (
33
35
           .b(b),
36
           .product (product)
37
       initial begin
38
           // Initialize Inputs
39
           a = 0;
40
           b = 0;
41
           // Wait 100 ns for global reset to finis
42
43
44
45
           // Add stimulus here
           a=4'b0100;
47
           b=4'b1000;
48
       end
49
    endmodule
```

Wave Output:

