

Birla Vishvakarma Mahavidyalaya Engineering Collage (An Autonomous Institution) Vallabh Vidyanagar - 388 120 Affiliated to Gujarat Technological University

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Assignment: II

Course Title: Digital System Design

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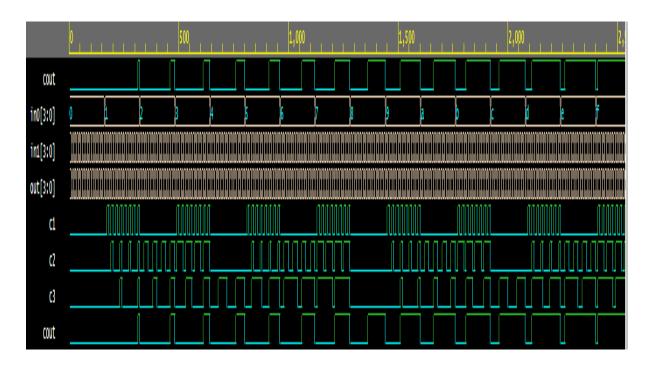
Course Code: 3EL42

Q-1 Design 4-bit Ripple Carry Adder with the help of 1-bit adder.

CODE:

```
1
       module full_adder(
 2
            input a,
 3
            input b,
            input Cin,
            output sum,
 5
            output cout
 7
            );
 8
 9
            assign sum = a ^ b ^ Cin;
            assign cout = (a * b) | (b * Cin) | (a * Cin);
10
11
12
        endmodule
 1
       module ripple_carry(
           input [3:0] a,
 2
           input [3:0] b,
 3
           input cin,
 4
 5
           output [3:0] s,
           output cout
 6
 7
           );
 8
 9
            wire c1,c2,c3;
10
               full_adder fa1(a[0],b[0],cin,s[0],c1);
11
12
              full_adder fa2(a[1],b[1],c1,s[1],c2);
              full_adder fa3(a[2],b[2],c2,s[2],c3);
13
14
              full_adder fa4(a[3],b[3],c3,s[3],cout);
15
       endmodule
16
```

```
module ripple_carry_tb;
 1
 2
           reg [3:0] a;
 4
           reg [3:0] b;
 5
           reg cin;
 6
           wire [3:0] s;
           wire cout;
 8
 9
        initial begin
10
       $monitor("a = %b | b = %b | cin = %b | s = %b | cout = %b",a,b,cin,s,cout);
11
12
13
         end
14
           ripple_carry uut(a,b,cin,s,cout);
15
16
17
           initial begin
18
19
           #100 a = 4'b0000 ; b = 4'b0000 ; cin = 0;
           #100 a = 4'b0001 ; b = 4'b0001 ; cin = 0;
20
           #100 a = 4'b0011 ; b = 4'b0011 ; cin = 0;
21
           #100 a = 4'b0111 ; b = 4'b0111 ; cin = 0;
22
           #100 a = 4'b1111 ; b = 4'b1111 ; cin = 0;
23
24
           #100 a = 4'b0000 ; b = 4'b0000 ; cin = 1;
           #100 a = 4'b0001; b = 4'b0001; cin = 1;
25
           #100 a = 4'b0011 ; b = 4'b0011 ; cin = 1;
26
27
           #100 a = 4'b0111; b = 4'b0111; cin = 1;
           #100 a = 4'b1111 ; b = 4'b1111 ; cin = 1;
28
29
           #100 $finish;
30
31
           end
32
       initial begin
33
           $dumpfile("dump.vcd");
34
           $dumpvars(0);
35
         end
36
       endmodule
```



Q-2 Design D-flipflop and reuse it to implement 4-bit Johnson Counter.

```
module Dff(
 1
 2
            input clk,
            input reset,
 3
 4
            input d,
            output reg q
 5
            );
 7
            always @ (posedge clk)
 8
 9
            begin
            if(reset)
10
              q=0;
11
12
            else if(clk)
13
14
15
              q = d;
16
            end
17
       endmodule
        module _4bit_johnson_counter(
 1
            input clk,
 2
 3
            input reset,
            output [3:0] q
 4
 5
            );
 6
            Dff d1(clk,reset,~q[3],q[0]);
 7
            Dff d2(clk,reset,q[0],q[1]);
 8
            Dff d3(clk,reset,q[1],q[2]);
 9
            Dff d4(clk,reset,q[2],q[3]);
10
11
       endmodule
12
```

```
module rbit johnson counter tb;
2
3
        reg clk,reset;
         wire [3:0] q;
4
5
         _4bit_johnson_counter uut(clk,reset,q);
6
7
         initial
8
9
         begin
10
             reset = 1'b1;
11
             clk = 1'b1;
12
13
14
         end
15
16
         always #10 clk = ~clk;
17
         initial
18
         begin
19
           #00 reset = 1'b1;
20
21
           #20 reset = 1'b0;
           #500 $finish;
22
23
         end
24
25
26
       endmodule
```

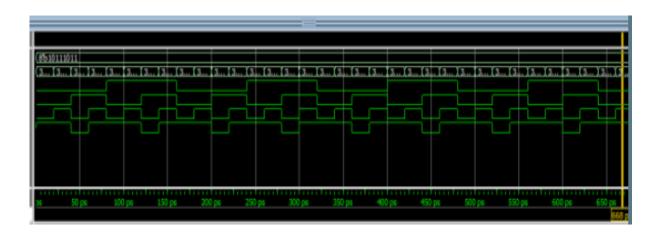
```
0 clk=0, out= xxxx, reset=1
  5 clk=1, out= 0000, reset=1
10 clk=0, out= 0000, reset=1
 15 clk=1, out= 0000, reset=1
 20 clk=0, out= 0000, reset=0
 25 clk=1, out= 0001, reset=0
 30 clk=0, out= 0001, reset=0
 35 clk=1, out= 0011, reset=0
 40 clk=0, out= 0011, reset=0
 45 clk=1, out= 0111, reset=0
 50 clk=0, out= 0111, reset=0
 55 clk=1, out= 1111, reset=0
 60 clk=0, out= 1111, reset=0
 65 clk=1, out= 1110, reset=0
 70 clk=0, out= 1110, reset=0
 75 clk=1, out= 1100, reset=0
 80 clk=0, out= 1100, reset=0
 85 clk=1, out= 1000, reset=0
 90 clk=0, out= 1000, reset=0
 95 clk=1, out= 0000, reset=0
100 clk=0, out= 0000, reset=0
```

Q-3 Reuse 2:1 Mux code to implement 8:1 Mux.

```
module mux 21(
 2
           input x0,
           input x1,
           input s,
           output out
 5
           );
 6
           assign out = x0*\sim s \mid x1*s;
 8
 9
       endmodule
10
 1
       module mux_81(
 2
           input [7:0] x,
           input [2:0] s,
           output out
 4
 5
           );
 6
           wire k1,k2,k3,k4,k5,k6;
 7
 8
           mux_21 m1(x[0],x[1],s[0],k1);
 9
           mux 21 m2(x[2],x[3],s[0],k2);
10
           mux_21 m3(x[4],x[5],s[0],k3);
11
           mux_21 m4(x[6],x[7],s[0],k4);
12
           mux 21 m5(k1,k2,s[1],k5);
13
           mux_21 m6(k3,k4,s[1],k6);
14
           mux_21 m7(k5,k6,s[2],out);
15
16
17
18
       endmodule
```

TESTBENCH:

```
module mux 81 tb;
2
3
      reg [7:0]x;
4
      reg[2:0]s;
5
      wire out;
6
        initial begin
8
        monitor( " %t | x = %b | s2 = %b | s1 = %b | s0 = %b | out = %b " ,<math>time_x,s[2],s[1],s[0],out);
9
10
11
        end
12
13
        mux_81 uut(x,s,out);
14
         initial begin
        x = 8'b10101010;
17
18
        #100 x=8'b10101010; s[2]=0; s[1]=0; s[0]=0;
        #100 x=8'b10101010; s[2]=0; s[1]=0; s[0]=1;
19
        #100 x=8'b10101010; s[2]=0; s[1]=1; s[0]=0;
20
        #100 x=8'b10101010; s[2]=0; s[1]=1; s[0]=1;
21
22
        #100 x=8'b10101010; s[2]=1; s[1]=0; s[0]=0;
23
        #100 x=8'b10101010; s[2]=1; s[1]=0; s[0]=1;
        #100 x=8'b10101010; s[2]=1; s[1]=1; s[0]=0;
        #100 x=8'b10101010; s[2]= 1; s[1]= 1; s[0]= 1;
26
        #100 $finish;
27
28
        end
29
        initial begin
30
        $dumpfile("dump.vcd");
31
         $dumpvars(0);
35
      endmodule
```



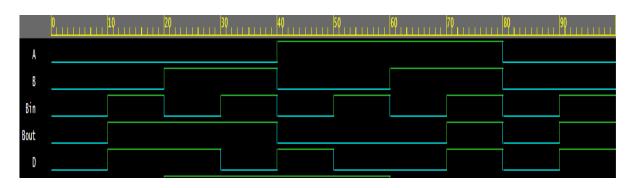
Q-4 Design a Full Subtractor with Gate Level Modelling Style (Use primitive gates).

```
1
       module and 21(
           input x,
           input y,
3
           output z
4
5
           );
7
           assign z = x*y;
       endmodule
       module or_21(
1
           input x,
2
           input y,
3
           output z
4
5
           );
6
7
           assign z = x|y;
       endmodule
      module xor 21(
1
           input x,
2
           input y,
           output z
4
           );
5
6
           assign z=x^y;
7
      endmodule
```

```
module full_subtractor_gate_level(
 1
 2
           input x,
 3
           input y,
           input z,
 4
 5
           output difference,
           output borrow
 6
           );
 7
           xor_21 x1(x,y,k1);
 9
           xor_21 x2(k1,z,difference);
10
11
           and_21 a1(~x,y,k2);
12
           and_21 a2(~x,z,k3);
13
           and_21 a3(y,z,k4);
14
15
16
           or_21 o1(k2,k3,k5);
17
           or_21 o2(k5,k4,borrow);
18
       endmodule
19
```

TESTBENCH:

```
1
       module full_subtractor_tb;
3
         reg x,y,z;
4
        wire difference, borrow;
5
6
        initial begin
7
          monitor(time \mid "x = \%b \mid y = \%b \mid z = \%b \mid diff = \%b \mid borrow = \%b ",x,y,z,difference,borrow);
8
9
10
11
        full_subtractor_gate_level uut(x,y,z,difference,borrow);
12
13
14
15
        initial begin
16
           #000 x=0; y=0; z=0;
17
18
           #100 x=0; y=0; z=1;
19
           #100 x=0; y=1; z=0;
20
           #100 x=0; y=1; z=1;
           #100 x=1; y=0; z=0;
21
          #100 x=1; y=0; z=1;
22
23
          #100 x=1; y=1; z=0;
24
          #100 x=1; y=1; z=1;
25
         #100 $finish;
26
27
28
29
        initial begin
30
31
32
         $dumpfile("dump.vcd");
33
         $dumpvars(0);
34
        end
35
36
      endmodule
```



Q-5 Design a 2X4 decoder using gate level modelling.

```
module decoder_24_gate_level(
 2
            input x1,
 3
            input x2,
            output y1,
 4
 5
           output y2,
           output y3,
            output y4
 7
 8
            );
9
10
            and a1(y1,~x1,~x2);
            and a2(y2,\simx1,x2);
11
            and a3(y3,x1,~x2);
12
            and a4(y4,x1,x2);
13
14
15
       endmodule
```

```
1
       module decoder_24_tb;
 2
         reg x1,x2;
         wire y1,y2,y3,y4;
 3
 4
         initial begin
 6
 7
            monitor(" *t | x1 = *b | x2 = *b | y1 = *b | y2 = *b | y3 = *b | y4 = *b ", time, x1, x2, y1, y2, y3, y4);
 8
9
10
         decoder_24_gate_level uut(x1,x2,y1,y2,y3,y4);
11
           initial begin
12
13
           #000 x1=0; x2=0;
14
           #100 x1=0; x2=1;
           #100 x1=1; x2=0;
15
           #100 x1=1; x2=1;
16
17
           #100 $finish;
18
19
        end
20
         initial begin
21
22
          $dumpfile("dump.vcd");
23
24
         $dumpvars(0);
25
26
27
28
       endmodule
```

```
# KERNEL: en=0 a=x b=x y=xxxx

# KERNEL: en=1 a=0 b=0 y=1111

# KERNEL: en=1 a=0 b=1 y=1111

# KERNEL: en=1 a=1 b=0 y=1111

# KERNEL: en=1 a=1 b=1 y=1111
```

Q-6 Design a 4x1 mux using operators. (Use data flow)

```
module mux_41__operator(
 2
           input x1,
 3
           input x2,
           input x3,
           input x4,
 5
           input s0, s1,
           output y
 7
           );
 8
           assign y = s1 ? (s0 ? x4:x3) : (s0 ? x2:x1);
 9
       endmodule
10
```

```
1
       module mux_41__tb;
 2
 3
       reg x1,x2,x3,x4,s0,s1;
 4
         wire y;
 5
         initial begin
 6
 7
 8
             monitor(" %t | s0 = %b | s1 = %b | y = %b ", time, s0, s1, y);
10
         end
          mux_41__operator uut(x1,x2,x3,x4,s0,s1,y);
11
          initial begin
12
13
          x1=1;
         x2=1;
14
          x3=1;
15
16
          x4=1;
17
           #000 s0=0; s1=0;
18
           #100 s0=0; s1=1;
19
           #100 s0=1; s1=0;
20
           #100 s0=1; s1=1;
21
           #100 $finish;
22
23
24
        end
25
         initial begin
26
27
           $dumpfile("dump.vcd");
           $dumpvars(0);
28
29
30
         end
31
32
       endmodule
```

```
sel = 00 -> i3 = 0, i2 = 1 ,i1 = 0, i0 = 1 -> y = 1

sel = 01 -> i3 = 0, i2 = 1 ,i1 = 0, i0 = 1 -> y = 0

sel = 11 -> i3 = 0, i2 = 1 ,i1 = 0, i0 = 1 -> y = 0

sel = 01 -> i3 = 0, i2 = 1 ,i1 = 0, i0 = 1 -> y = 0
```

Q-7 Design a Full adder using half adder.

```
1
       module half_adder(
 2
           input x,
 3
           input y,
4
           output sum,
           output carry
5
 6
           );
7
         assign sum = x^y;
         assign carry = x*y;
       endmodule
10
 1
       module or_21(
 2
            input x,
 3
            input y,
 4
            output z
 5
            );
            assign z=x|y;
 6
 7
       endmodule
       module fulladder using halfadder(
 1
 2
            input x,
 3
            input y,
            input z,
 4
            output sum,
            output carry
            );
 8
            half adder ha1 ( .x(x), .y(y), .sum(k1), .carry(c1));
9
            half_adder\ ha2\ (\ .x(k1),\ .y(z),\ .sum(sum),\ .carry(c2));
10
11
12
            or_21 o1( .x(c1),.y(c2),.z(carry));
        endmodule
13
```

```
module fulladder_using_half_tb;
 2
 3
        reg x,y,z;
 4
         wire carry, sum;
 6
        initial begin
            monitor(time | "x = %b | y = %b | z = %b | sum = %b | carry = %b ",x,y,z,carry,sum);
 8
10
         end
11
12
         fulladder_using_halfadder uut(x,y,z,carry,sum);
14
        initial begin
15
16
          #000 x=0; y=0; z=0;
17
          #100 x=0; y=0; z=1;
18
19
           #100 x=0; y=1; z=0;
           #100 x=0; y=1; z=1;
21
           #100 x=1; y=0; z=0;
22
          #100 x=1; y=0; z=1;
23
          #100 x=1; y=1; z=0;
          #100 x=1; y=1; z=1;
25
          #100 $finish;
26
27
28
         end
29
30
        initial begin
31
         $dumpfile("dump.vcd");
32
33
          $dumpvars(0);
34
35
         end
36
       endmodule
37
```

```
At time 0: a=0 b=0, cin=0, sum=0, carry=0
At time 1: a=0 b=0, cin=1, sum=1, carry=0
At time 2: a=0 b=1, cin=0, sum=1, carry=0
At time 3: a=0 b=1, cin=1, sum=0, carry=1
At time 4: a=1 b=0, cin=0, sum=1, carry=0
At time 5: a=1 b=0, cin=1, sum=0, carry=1
At time 6: a=1 b=1, cin=0, sum=0, carry=1
At time 7: a=1 b=1, cin=1, sum=1, carry=1
```