# K-VLSI\_Cohort-02 – High Level Synthesis (KVLS602) Assignment -01 Solution Sheet

Teacher - Prof. Subir Kumar Roy

Submission done by: -

Name: - Amit

**Roll No: -** KVLSI2501033

## Solution to the First [A.] answer (4-bit magnitude comparator): Objective:

To design a **4-bit magnitude comparator** using **structural Verilog**, which compares two 4-bit binary numbers A and B and determines whether:

- A > B → output: A\_gt\_B
   A < B → output: A\_lt\_B</li>
- A == B  $\rightarrow$  output: A\_eq\_B

A magnitude comparator compares two binary numbers bit by bit, starting from the most significant bit (MSB) to the least significant bit (LSB).

Given:

- A = A(3) A(2) A(1) A(0)
- B = B(3) B(2) B(1) B(0)

An **intermediate variable** is defined for bit-wise equality check:

$$x(i) = A(i) \cdot B(i) + A(i)' \cdot B(i)' \rightarrow XNOR Function$$

## **Design Methodology:**

This design is implemented using structural Verilog, specifically using primitive gates like and, or, and xnor.

#### **Design Module Highlights:**

- The **XNOR** gates compute x[i] to check bit-wise equality between A and B.
- Multiple **AND gates** generate comparison terms based on the above equations.
- The **OR** gate combines the terms to generate final outputs A gt B and A lt B.
- An AND gate chain computes A\_eq\_B.

The above approach is very much simple and upto mark which can be used to write the code for the design

#### **Verilog design Code for the 4-bit magnitude Comparator**

```
// Structural modelling style
module magnitude comparator (
    input [3:0] A, // 4-bit Input A
    input [3:0] B, // 4-bit Input B
    output A_gt_B, // Output: A Greater than B
    output A_lt_B, // Output: A Less than B
    output A_eq_B ); // Output: A Equal to B
    // Intermediate XNOR results to check bit-wise equality
    wire [3:0] x; // x(i) = A(i) XNOR B(i) = A(i).B(i) + A(i)'.B(i)'
    // Generate x[i] using XNOR gates (bit-wise equality)
    xnor (x[3], A[3], B[3]);
    xnor (x[2], A[2], B[2]);
    xnor (x[1], A[1], B[1]);
    xnor (x[0], A[0], B[0]);
    // Intermediate terms used in A_gt_B and A_lt_B logic
    wire term1, term2, term3, term4;
    wire term5, term6, term7, term8;
    // Logic for A > B
    // A_gt_B = A(3) \cdot B(3)' + x(3) \cdot A(2) \cdot B(2)' + x(3) \cdot x(2) \cdot A(1) \cdot B(1)' +
x(3) \cdot x(2) \cdot x(1) \cdot A(0) \cdot B(0)
                                                  // First condition: MSB comparison
    and (term1, A[3], ~B[3]);
    and (term2, x[3], A[2], \sim B[2]); // If MSBs are equal, compare next bit
    and (term3, x[3], x[2], A[1], \sim B[1]); // Next significant bit comparison
    and (term4, x[3], x[2], x[1], A[0], \sim B[0]); // LSB comparison if all above equal
    or (A_gt_B, term1, term2, term3, term4); // Combine all terms for A > B
    // Logic for A < B
    // A_1t_B = A(3)' \cdot B(3) + x(3) \cdot A(2)' \cdot B(2) + x(3) \cdot x(2) \cdot A(1)' \cdot B(1) +
x(3) \cdot x(2) \cdot x(1) \cdot A(0)' \cdot B(0)
    and (term5, \simA[3], B[3]); // First condition: MSB comparison and (term6, x[3], \simA[2], B[2]); // If MSBs are equal, compare next bit
    and (term7, x[3], x[2], \sim A[1], B[1]); // Next significant bit comparison
    and (term8, x[3], x[2], x[1], \sim A[0], B[0]); // LSB comparison if all above equal
    or (A_lt_B, term5, term6, term7, term8); // Combine all terms for A < B
    // Logic for A == B
    // A_eq_B = x(3) \cdot x(2) \cdot x(1) \cdot x(0)
    and (A_{eq_B}, x[3], x[2], x[1], x[0]); // All bits must be equal
```

endmodule

### **Testbench ideology:**

The testbench magnitude comparator tb:

- Defines A and B as reg variables.
- Instantiating the module of 4-bit comparator
- Using the named mapping of variables and linking them to design code under DUT design unit under test
- Monitors the output values using \$monitor.
- Dumps the waveform using \$dumpfile and \$dumpvars.

Applies multiple test vectors to verify all comparison cases: A > B, A < B, and A == B.

#### **Test Vectors Used:**

A (Binary)	B (Binary)	Description
0000	0000	A == B
1010	1001	A > B
0110	0111	A < B
1111	1111	A == B
0101	1000	A < B
1100	1011	A > B

## Testbench Verilog code for the 4-bit magnitude comparator.

```
`timescale 1ns / 1ps
module magnitude_comparator_tb;
   reg [3:0] A, B;
   wire A_gt_B, A_lt_B, A_eq_B;
    // Instantiate the comparator module
    magnitude_comparator uut (.A(A),.B(B),.A_gt_B(A_gt_B),.A_lt_B(A_lt_B),.A_eq_B(A_eq_B));
    initial begin
        $dumpfile("magnitude comparator.vcd"); // Generates waveform dump
       $dumpvars(0, magnitude_comparator_tb);
        // Test Cases
       A = 4'b0000; B = 4'b0000; #10; // A == B
       A = 4'b1010; B = 4'b1001; #10; // A > B
       A = 4'b0110; B = 4'b0111; #10; // A < B
       A = 4'b1111; B = 4'b1111; #10; // A == B
       A = 4'b0101; B = 4'b1000; #10; // A < B
       A = 4'b1100; B = 4'b1011; #10; // A > B
```

## **Simluation and Output:**

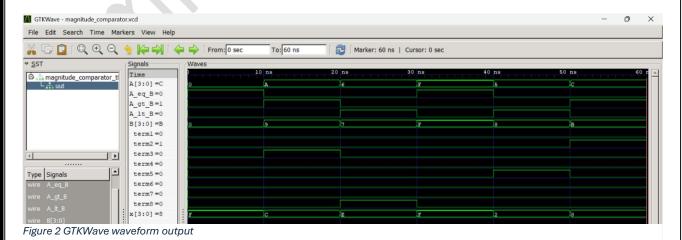
Upon simulation:

- The comparator **accurately distinguishes** between greater, less, and equal conditions.
- Outputs are displayed in the terminal and available in waveform format (.vcd) for GTKWave viewing.

```
Microsoft Windows [Version 10.0.26100.3775]
(c) Microsoft Corporation. All rights reserved.

C:\iverilog\bin>vvp four_bc
VCD info: dumpfile magnitude_comparator.vcd opened for output.
Time=0 A=0000 B=0000 | A_gt_B=0 A_lt_B=0 A_eq_B=1
Time=10000 A=1010 B=1001 | A_gt_B=1 A_lt_B=0 A_eq_B=0
Time=20000 A=0110 B=0111 | A_gt_B=0 A_lt_B=1 A_eq_B=0
Time=30000 A=1111 B=1111 | A_gt_B=0 A_lt_B=0 A_eq_B=1
Time=40000 A=0101 B=1000 | A_gt_B=0 A_lt_B=1 A_eq_B=0
Time=50000 A=1100 B=1011 | A_gt_B=1 A_lt_B=0 A_eq_B=0
four_bit_comp_tb.v.txt:28: $finish called at 60000 (1ps)
```

Figure 1 Icarus Verilog Simulator output



## **Conclusion:**

This project successfully demonstrates the design and testing of a **4-bit magnitude comparator** using **structural Verilog modeling**. The comparator correctly evaluates the relative magnitude of two 4-bit numbers using **XNOR**, **AND**, **and OR** logic gates. The testbench verifies all possible output conditions, confirming the correctness of the logic implementation.

#### Links for the Assignment Solutions:-

GitHub Link:-

https://github.com/amitvsuryavanshi04/amit\_kvlsi\_iiitb/tree/1e84743552463ab2403cb7ecab78d198feaa6f6d/KVLS602-High%20Level%20Synthesis

EDA Playground Link: -  $\underline{https://edaplayground.com/x/Sj7X}$