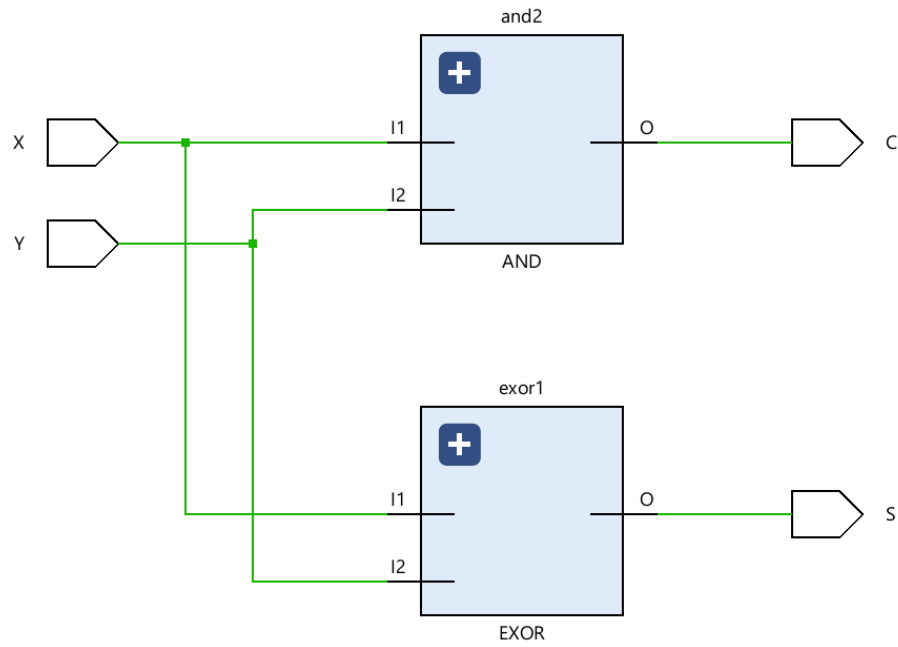


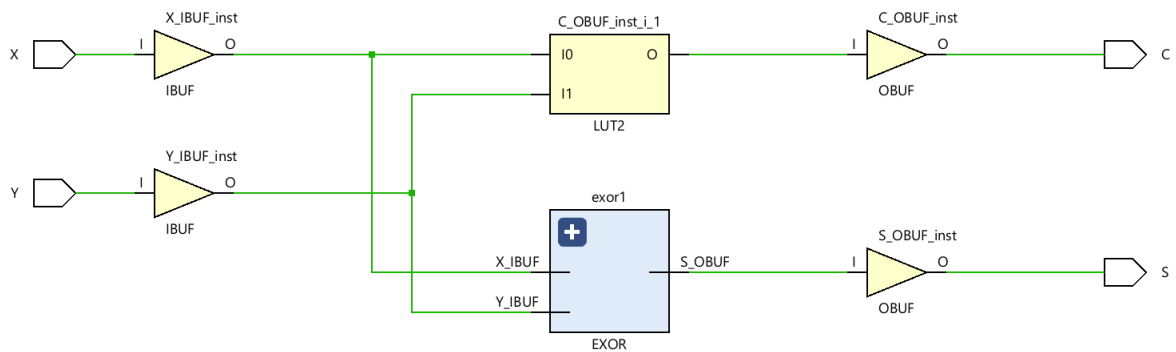
**Ömer Faruk SERT**  
**040170244**

# 1- Half Adder

## RTL Schematic

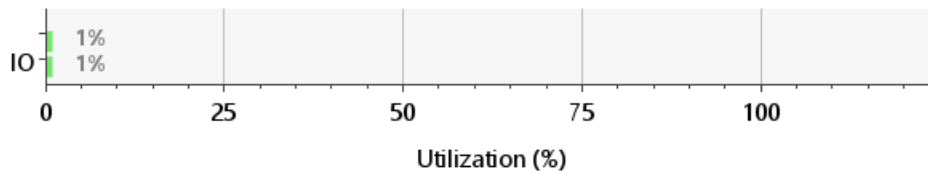


## Technology Schematic



## LUT Usage

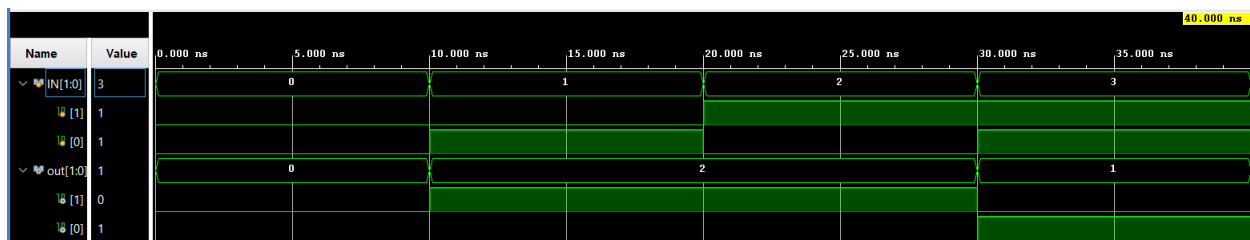
Resource	Utilization	Available	Utilization %
LUT	2	134600	0.00
IO	4	400	1.00



## Delays

From Port	To Port	Max Delay	Max Process Corner	Min Delay	Min Process Corner
X	C	5.592	SLOW	2.089	FAST
X	S	5.650	SLOW	2.129	FAST
Y	C	5.420	SLOW	2.018	FAST
Y	S	5.479	SLOW	2.062	FAST

## Behavioral Simulation Wave Forms



## Module Verilog Code

```
`timescale 1ns / 1ps

module HA(
    input X,Y,
    output Cout,S
);
    EXOR exor1(.I1(X),.I2(Y),.O(S));
    AND and2(.I1(X),.I2(Y),.O(Cout));
endmodule
```

## Testbench Verilog Code

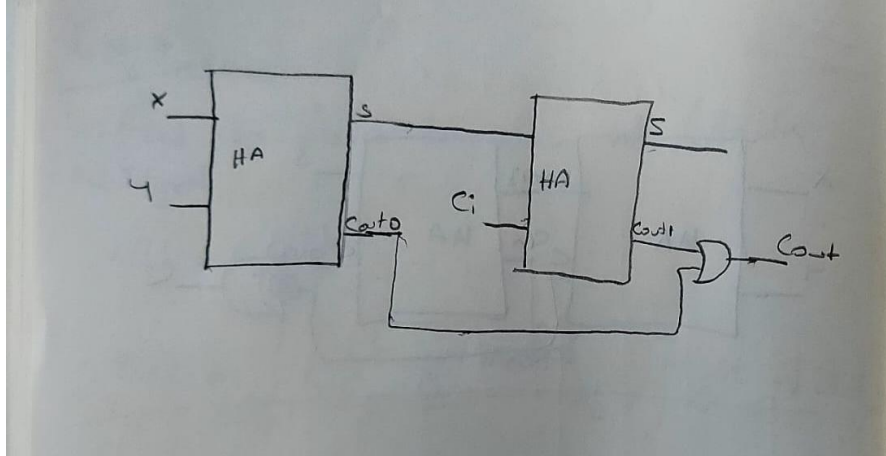
```
`timescale 1ns / 1ps

module Top_module_tb;
    reg [1:0]IN;
    wire [1:0]out;

    HA uut(.X(IN[0]),.Y(IN[1]),.Cout(out[0]),.S(out[1]));
    initial
    begin
        //inp = 1 sel = 00
        IN=2'b00;
        #10
        IN=2'b01;
        #10
        IN=2'b10;
        #10
        IN=2'b11;
        #10
        $finish;
    end
endmodule
```

## 2-) Full Adder

### Hand Drawn Circuit



## Verilog Code

### Module Code

```

`timescale 1ns / 1ps
module FA(
    input X,Y,Ci,
    output Cout,S
);
    wire [2:0]OX;
    HA ha1(.X(X),.Y(Y),.Cout(OX[0]),.S(OX[1]));
    HA ha2(.X(OX[1]),.Y(Ci),.S(S),.Cout(OX[2]));
    OR or1(.I1(OX[0]),.I2(OX[2]),.O(Cout));
endmodule

```

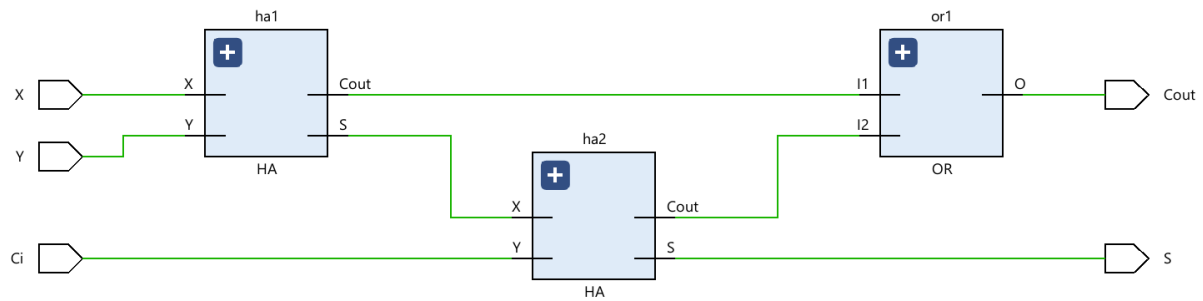
## Testbench Code

```
`timescale 1ns / 1ps

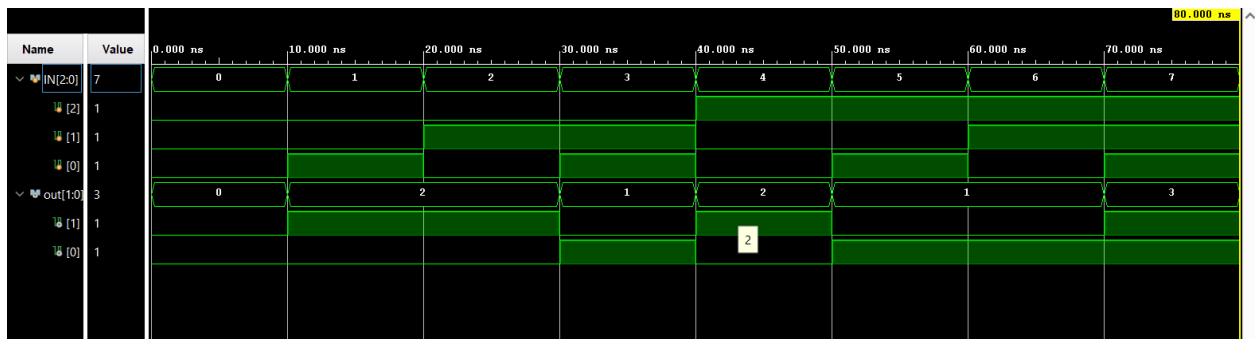
module Top_module_tb;
    reg [2:0]IN;
    wire [1:0]out;

    FA uut(.X(IN[0]),.Y(IN[1]),.Ci(IN[2]),.Cout(out[0]),.S(out[1]));
    initial
    begin
        //inp = 1 sel = 00
        IN=3'b000;
        #10
        IN=3'b001;
        #10
        IN=3'b010;
        #10
        IN=3'b011;
        #10
        IN=3'b100;
        #10
        IN=3'b101;
        #10
        IN=3'b110;
        #10
        IN=3'b111;
        #10
        $finish;
    end
endmodule
```

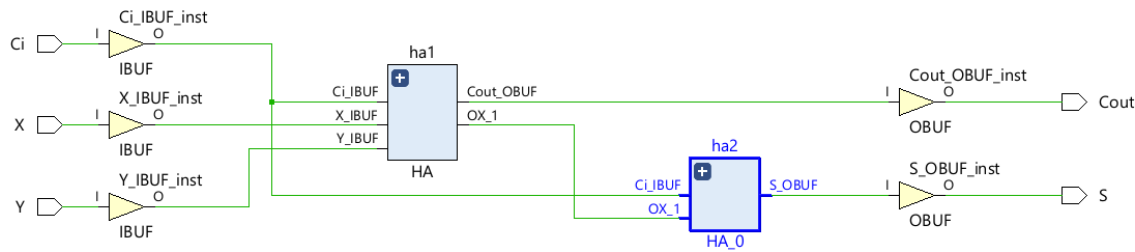
## RTL Schematic



## Behavioral Simulation Waveform



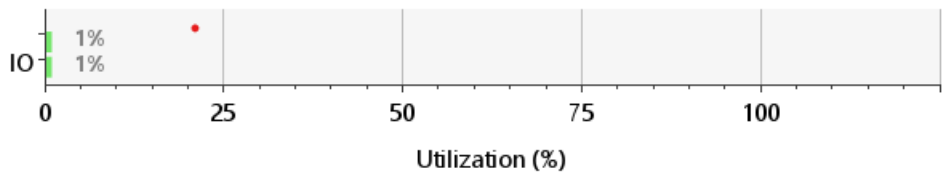
# Technology Schematic



## Design Summary

### Summary

Resource	Utilization	Available	Utilization %
LUT	3	134600	0.00
IO	5	400	1.25



## Combinational Delays

From Port	To Port	Max Delay	Max Process Corner	Min Delay	Min Process Corner
Ci	Cout	4.638	SLOW	1.994	FAST
Ci	S	4.638	SLOW	1.994	FAST
X	Cout	5.101	SLOW	1.994	FAST
X	S	5.101	SLOW	2.217	FAST
Y	Cout	5.101	SLOW	1.994	FAST
Y	S	5.101	SLOW	2.217	FAST



### 3-) Ripple Carry Adder

#### Verilog Code

##### Module Code

```
`timescale 1ns / 1ps
module RCA(
    input [3:0]X,[3:0]Y,
    input Ci,
    output [3:0]S,
    output Cout
);
    wire Ci;
    wire [2:0]OX;
    FA fa1(.X(X[0]),.Y(Y[0]),.Ci(Ci),.Cout(OX[0]),.S(S[0]));
    FA fa2(.X(X[1]),.Y(Y[1]),.Ci(OX[0]),.Cout(OX[1]),.S(S[1]));
    FA fa3(.X(X[2]),.Y(Y[2]),.Ci(OX[1]),.Cout(OX[2]),.S(S[2]));
    FA fa4(.X(X[3]),.Y(Y[3]),.Ci(OX[2]),.Cout(Cout),.S(S[3]));
endmodule
```

##### Testbench Code

```
`timescale 1ns / 1ps

module Top_module_tb;
    reg [3:0]X;
    reg [3:0]Y;
    wire [3:0]S;
    wire Cout;
    wire Ci;
    assign Ci=1'b0;

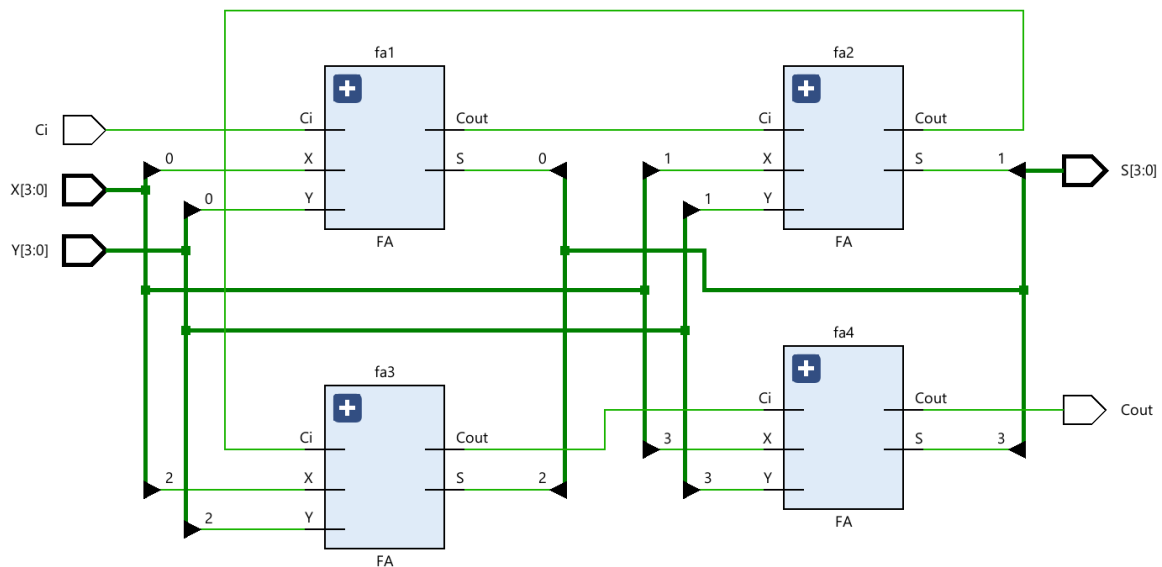
    RCA uut(.X(X),.Y(Y),.Ci(Ci),.Cout(Cout),.S(S));
    initial
    begin
        //inp = 1 sel = 00
        X=4'b0000;
        Y=4'b0000;
        #10
        X=4'b0011;
        Y=4'b1011;
        #10
        X=4'b0101;
```

```

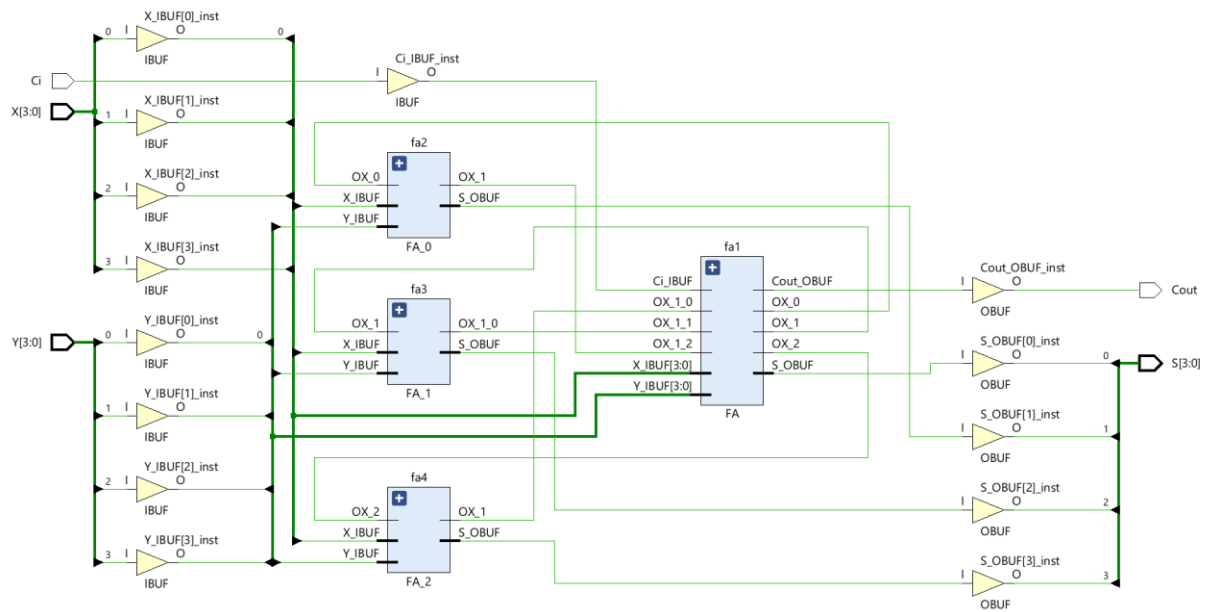
Y=4'b1101;
#10
X=4'b1101;
Y=4'b1101;
#10
X=4'b1111;
Y=4'b1111;
#10
$finish;
end
endmodule

```

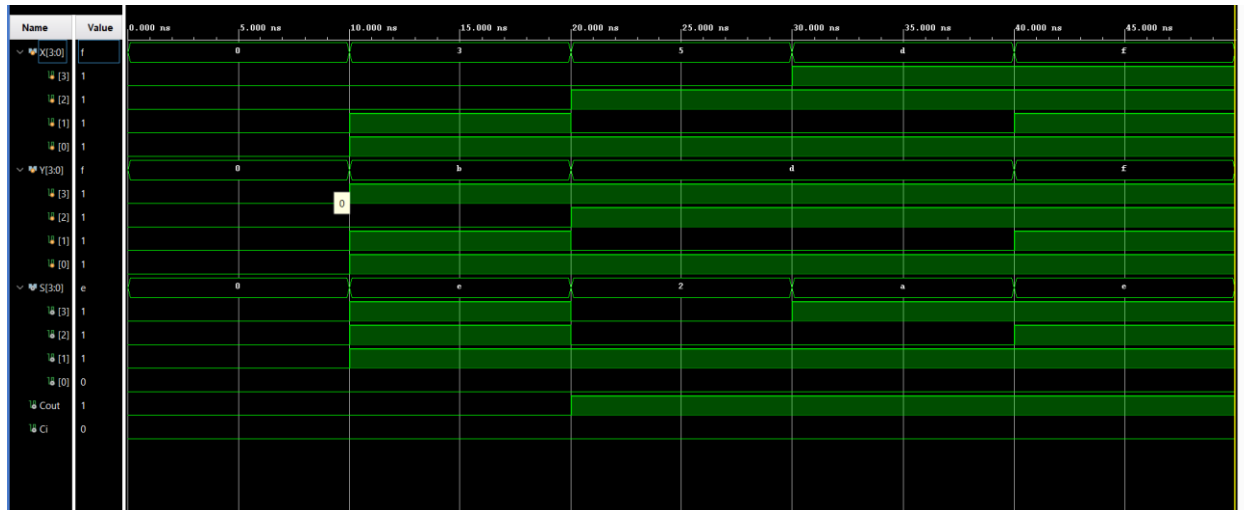
## RTL Schematic



## Technology Schematic



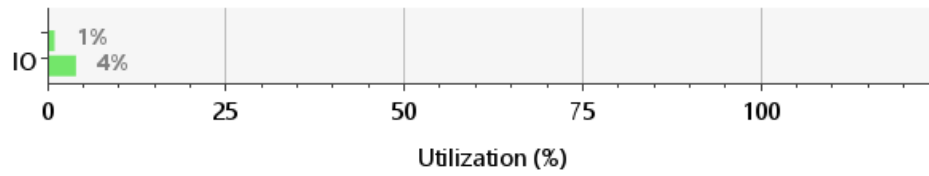
## Behavioral Simulation Waveform



## Design Summary

### Summary

Resource	Utilization	Available	Utilization %
LUT	12	134600	0.01
IO	14	400	3.50



## Combinational Delay

Combinational Delays						
From Port	To Port	Ma <sub>1</sub>	Max Process Corner	Min Delay	Min Process Corner	
X[1]	S[2]	7.989	SLOW	2.603	FAST	
Y[1]	S[2]	7.968	SLOW	2.583	FAST	
X[1]	S[3]	7.875	SLOW	2.607	FAST	
Y[1]	S[3]	7.855	SLOW	2.651	FAST	
X[0]	S[2]	7.842	SLOW	2.680	FAST	
X[0]	S[3]	7.728	SLOW	2.648	FAST	
X[1]	Cout	7.691	SLOW	2.511	FAST	
Y[1]	Cout	7.670	SLOW	2.555	FAST	
Y[0]	S[2]	7.647	SLOW	2.770	FAST	
X[0]	Cout	7.544	SLOW	2.552	FAST	
Y[0]	S[3]	7.533	SLOW	2.738	FAST	
Ci	S[2]	7.397	SLOW	2.882	FAST	
Y[0]	Cout	7.349	SLOW	2.642	FAST	
Ci	S[3]	7.284	SLOW	2.851	FAST	
X[0]	S[1]	7.273	SLOW	2.427	FAST	
X[2]	S[3]	7.157	SLOW	2.789	FAST	
Ci	Cout	7.099	SLOW	2.754	FAST	
Y[0]	S[1]	7.078	SLOW	2.511	FAST	
Y[2]	S[3]	7.016	SLOW	2.630	FAST	
X[2]	Cout	6.973	SLOW	2.693	FAST	
Y[2]	Cout	6.831	SLOW	2.534	FAST	
Ci	S[1]	6.817	SLOW	2.625	FAST	
X[1]	S[1]	6.772	SLOW	2.623	FAST	
Y[1]	S[1]	6.752	SLOW	2.603	FAST	
X[3]	Cout	6.659	SLOW	2.305	FAST	
X[0]	S[0]	6.647	SLOW	2.561	FAST	
X[3]	S[3]	6.547	SLOW	2.529	FAST	
Y[3]	Cout	6.526	SLOW	2.106	FAST	
Y[0]	S[0]	6.452	SLOW	2.507	FAST	

Y[3]	S[3]	6.413	SLOW	2.470	FAST
X[2]	S[2]	6.300	SLOW	2.448	FAST
Y[2]	S[2]	6.235	SLOW	2.409	FAST
Ci	S[0]	5.490	SLOW	2.090	FAST

Worst case for last FA's carry output is 7.691ns.

## 4-) Ripple Carry Adder with “generate for”

### Verilog Code for Module

```
`timescale 1ns / 1ps
module parametric_RCA(X,Y,Ci,S,Cout);
parameter SIZE=4;

input [SIZE-1:0]X;
input [SIZE-1:0]Y;
input Ci;
output [SIZE-1:0]S;
output Cout;
wire OX[SIZE:0];
assign OX[0]=Ci;

genvar i;
generate
    for(i=0;i<SIZE;i=i+1)
    begin
        FA fai(.X(X[i]),.Y(Y[i]),.Ci(OX[i]),.Cout(OX[i+1]),.S(S[i]));
    end
    assign Cout=OX[SIZE];
endgenerate

endmodule
```

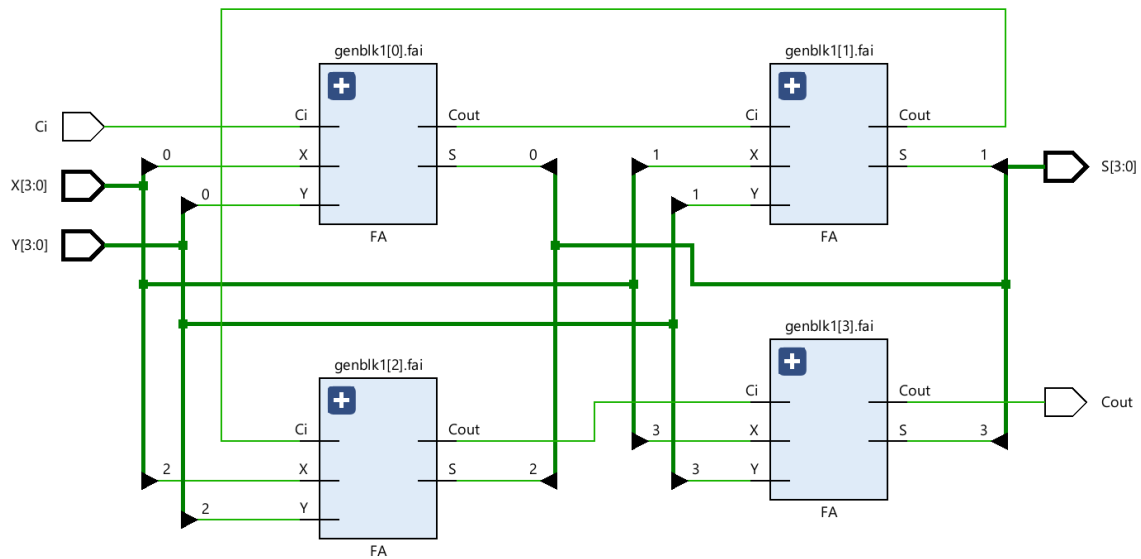
## Verilog Code for 4-bit Testbench

```
`timescale 1ns / 1ps

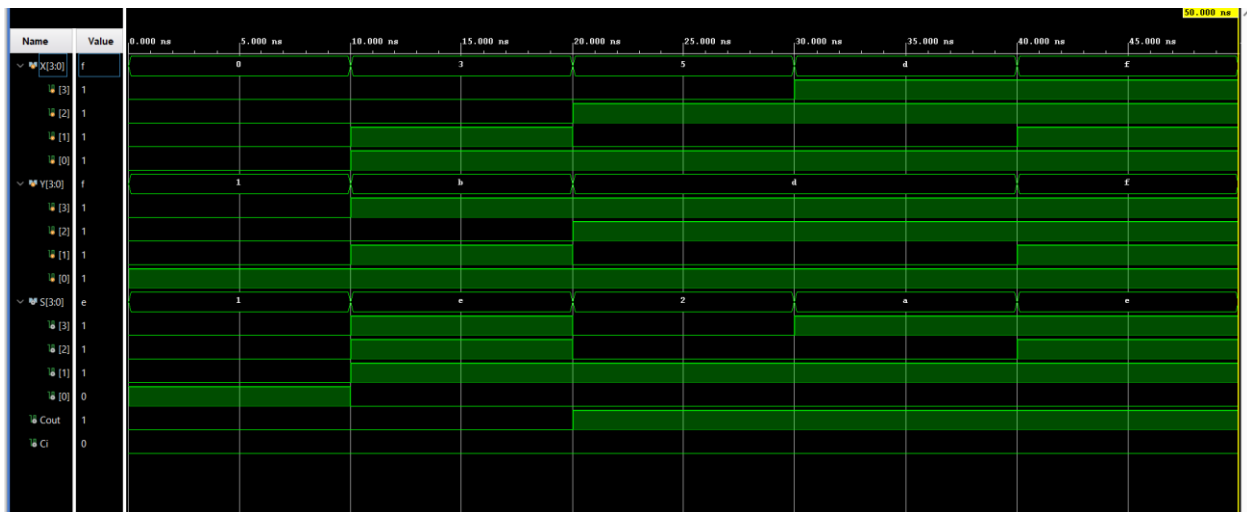
module Top_module_tb;
    reg [3:0]X;
    reg [3:0]Y;
    wire [3:0]S;
    wire Cout;
    wire Ci;
    assign Ci=1'b0;

    parametric_RCA uut(.X(X),.Y(Y),.Ci(Ci),.Cout(Cout),.S(S));
    initial
    begin
        //inp = 1 sel = 00
        X=4'b0000;
        Y=4'b0001;
        #10
        X=4'b0011;
        Y=4'b1011;
        #10
        X=4'b0101;
        Y=4'b1101;
        #10
        X=4'b1101;
        Y=4'b1101;
        #10
        X=4'b1111;
        Y=4'b1111;
        #10
        $finish;
    end
endmodule
```

## RTL Schematic for 4-bit Adder

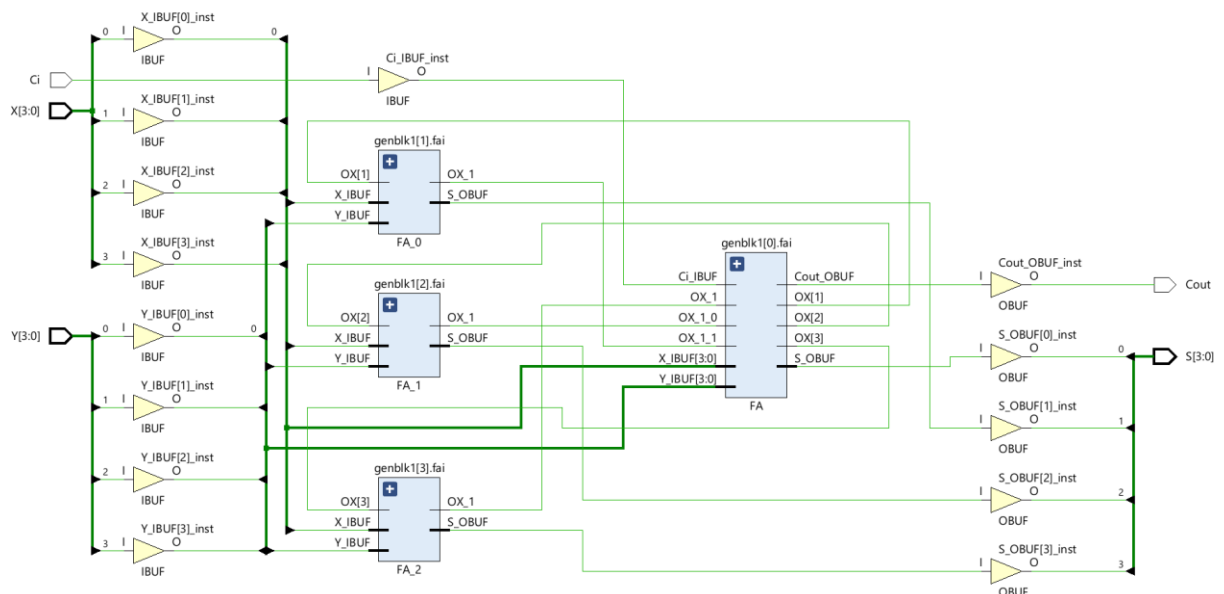


## Simulation Wave Form for 4-bit Adder

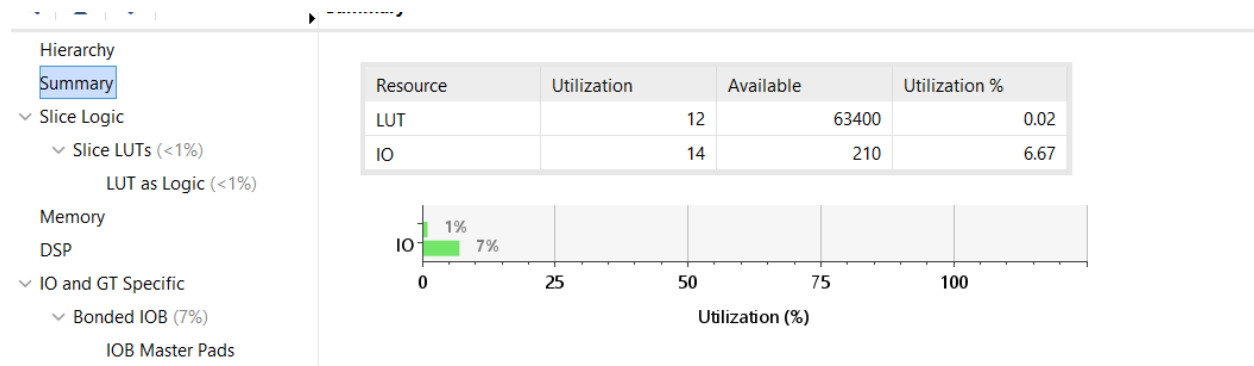




## Technology Schematic for 4-bit adder

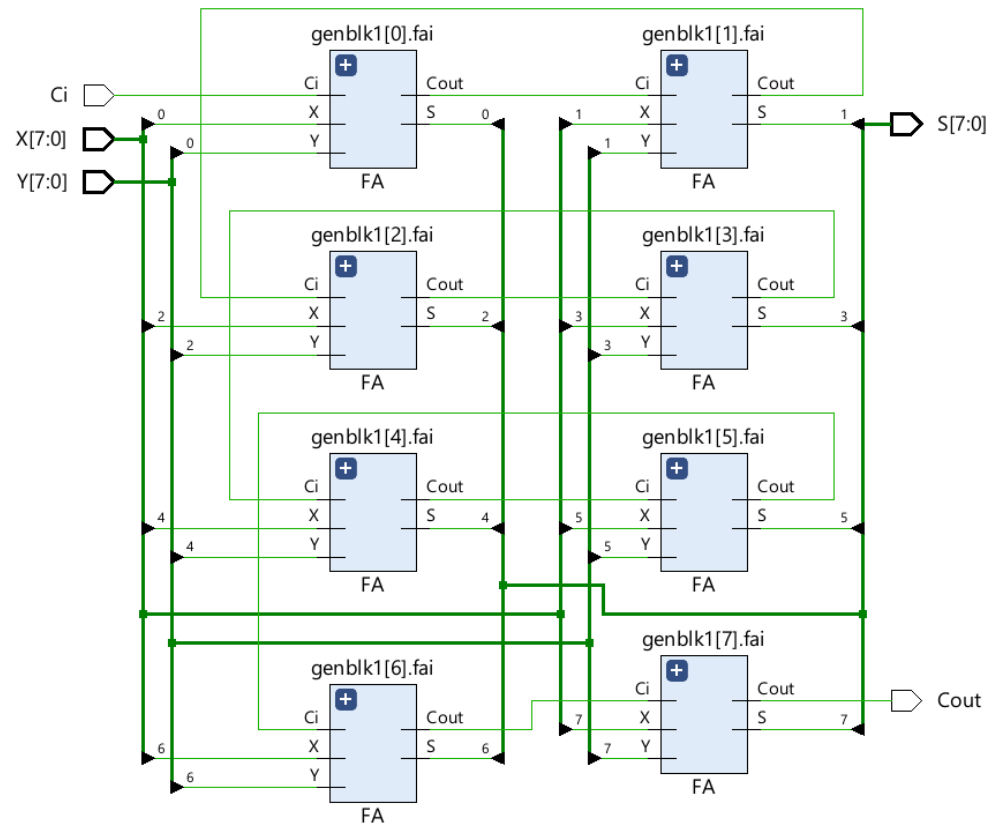


## Design Summary for 4-bit Adder

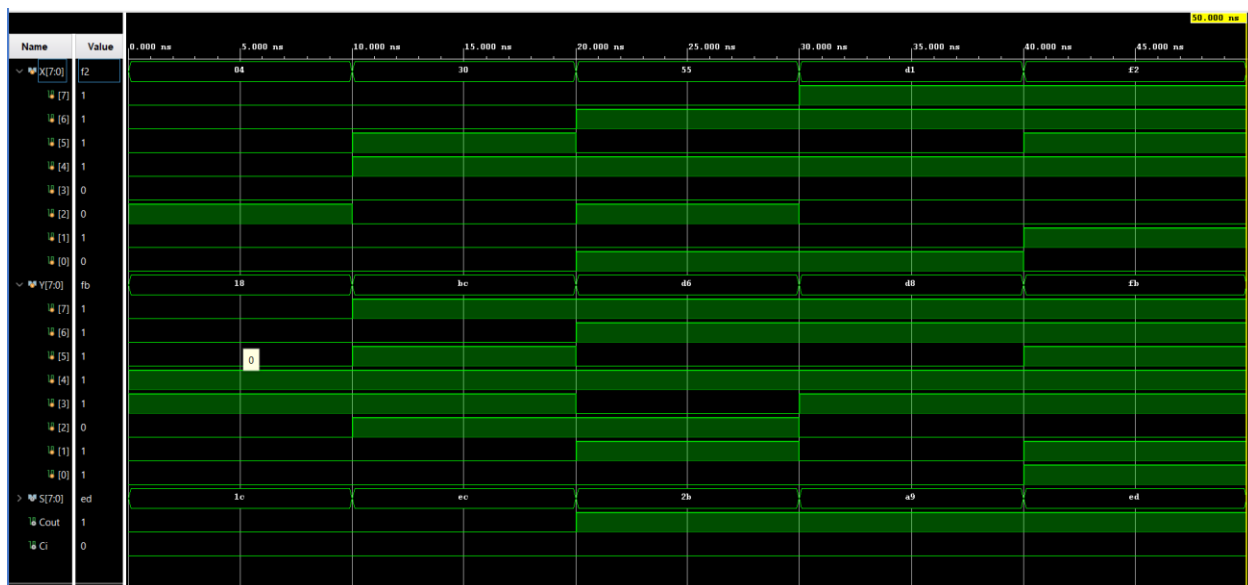


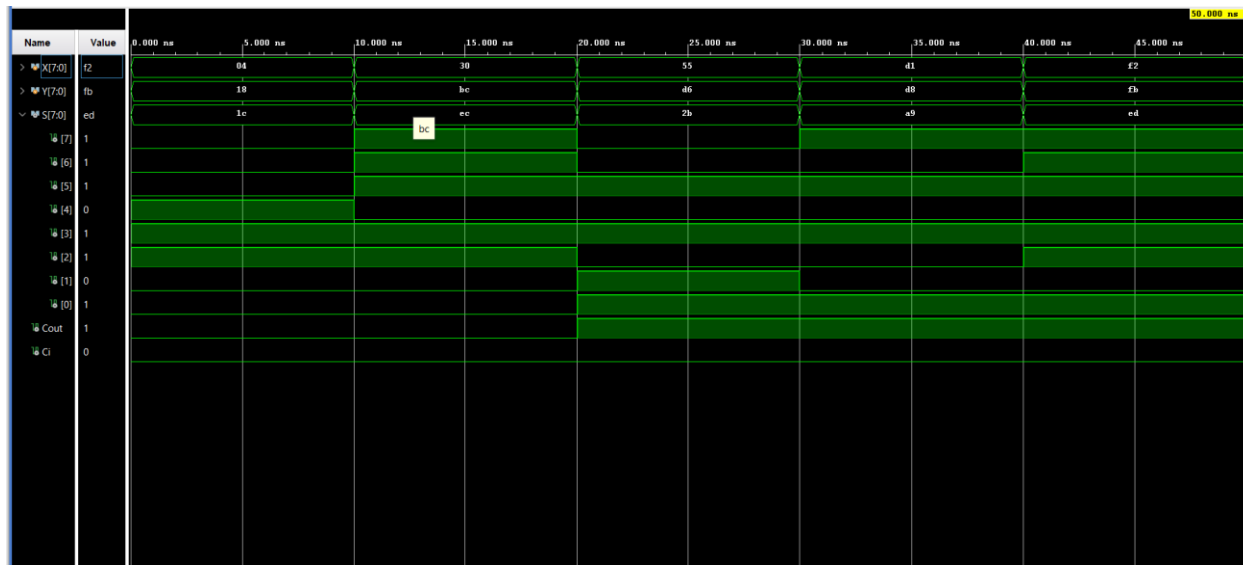
There is no difference between regular 4-bit adder and generate for loop 4-bit adder except naming of modules. Same for the technology schematic.

## RTL Schematic for 8-bit Adder



## Simulation Wave Form for 8-bit Adder





## Verilog Code for Testbench 8-bit Adder

```
`timescale 1ns / 1ps

module Top_module_tb;
    reg [7:0]X;
    reg [7:0]Y;
    wire [7:0]S;
    wire Cout;
    wire Ci;
    assign Ci=1'b0;

    parametric_RCA uut(.X(X),.Y(Y),.Ci(Ci),.Cout(Cout),.S(S));
    initial
    begin
        //inp = 1 sel = 00
        X=8'b00000100;
        Y=8'b00011000;
        #10
        X=8'b00110000;
        Y=8'b10111100;
        #10
        X=8'b01010101;
        Y=8'b11010110;
        #10
        X=8'b11010001;
```

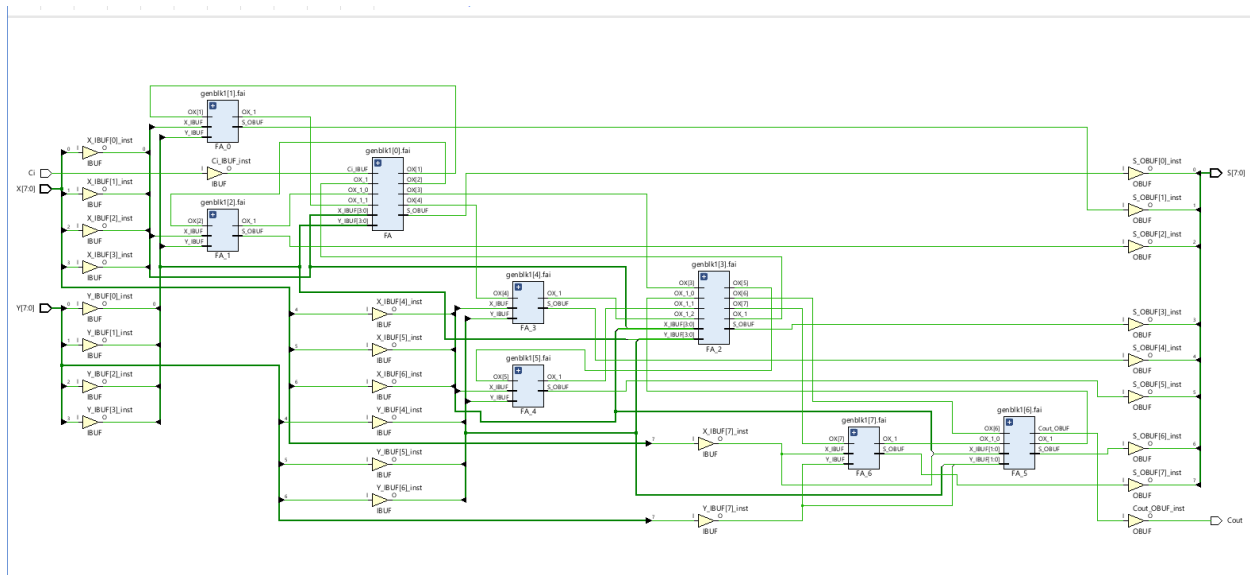
```

Y=8'b11011000;
#10
X=8'b11110010;
Y=8'b11111011;
#10
$finish;

end
endmodule

```

## Technology Schematic for 8-bit Adder



## 5-) CLA

CLA

$C_{in}$	$X$	$Y$	$C_{out}$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

generate  $g = X \cdot Y$

propagate  $P = X + Y$

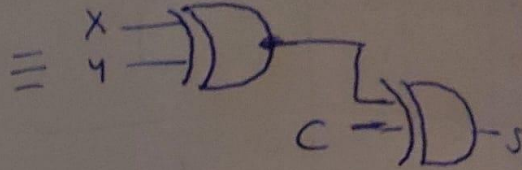
$$C_1 = g_0 + P_0 C_0$$

$$C_2 = g_1 + P_1 C_1$$

$$C_3 = g_2 + P_2 C_2$$

$$C_4 = g_3 + P_3 C_3$$

C	X	Y	S
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1



C \ XY	00	01	11	10
0	0	1	0	1
1	1	0	1	0

$$= \bar{C}\bar{X}Y + \bar{C}X\bar{Y} + C\bar{X}\bar{Y} + CXY$$

$$= \bar{C}(\bar{X}Y + X\bar{Y}) + C(\bar{X}\bar{Y} + XY)$$

$$A \oplus B \oplus C = ABC + \overline{ABC} + \overline{A\bar{B}C} + \overline{A\bar{B}C} + \overline{A\bar{B}C} + \overline{A\bar{B}C} + \overline{A\bar{B}C} + \overline{A\bar{B}C}$$

$$\oplus \oplus \oplus C \oplus X \oplus Y = CXY + \bar{C}\bar{X}Y + \bar{C}X\bar{Y} + C\bar{X}\bar{Y}$$

$\Rightarrow$  it satisfies

## Verilog Code

### Module Code

```
`timescale 1ns / 1ps
module CLA(
    input [3:0]X,
    input [3:0]Y,
    input c0,
    output cout,
    output [3:0]S
);
wire [3:1]C;
wire [3:0]g;
wire [3:0]p;

assign S[0]=X[0]^Y[0]^c0;
assign g[0]=X[0]&Y[0];
assign p[0]=X[0]|Y[0];
assign C[1]=(p[0]&c0)|g[0];

assign S[1]=X[1]^Y[1]^C[1];
assign g[1]=X[1]&Y[1];
assign p[1]=X[1]|Y[1];
assign C[2]=(p[1]&C[1])|g[1];

assign S[2]=X[2]^Y[2]^C[2];
assign g[2]=X[2]&Y[2];
assign p[2]=X[2]|Y[2];
assign C[3]=(p[2]&C[2])|g[2];

assign S[3]=X[3]^Y[3]^C[3];
assign g[3]=X[3]&Y[3];
assign p[3]=X[3]|Y[3];
assign cout=(p[3]&C[3])|g[3];

endmodule
```

## Testbench Code

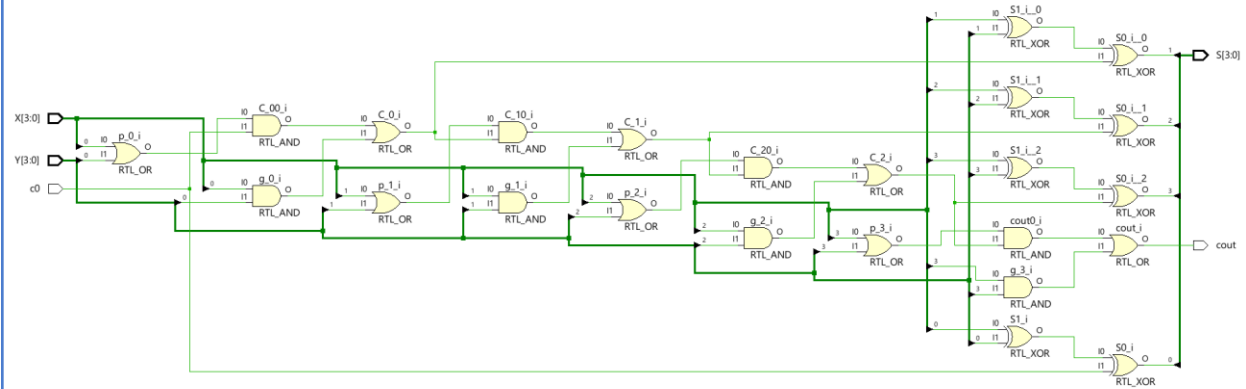
```
`timescale 1ns / 1ps

module Top_module_tb;
    reg [3:0]X;
    reg [3:0]Y;
    wire [3:0]S;
    wire Cout;
    wire Ci;
    assign Ci=1'b0;

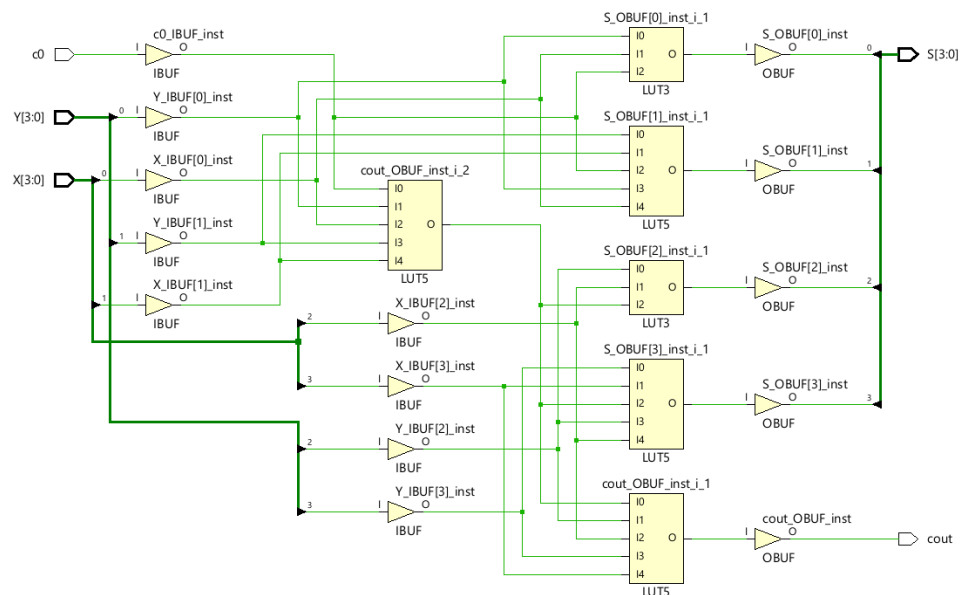
    CLA uut(.X(X),.Y(Y),.c0(Ci),.cout(Cout),.S(S));
    initial
    begin
        //inp = 1 sel = 00
        X=4'b0000;
        Y=4'b0001;
        #10
        X=4'b0011;
        Y=4'b1011;
        #10
        X=4'b0101;
        Y=4'b1101;
        #10
        X=4'b1101;
        Y=4'b1101;
        #10
        X=4'b1111;
        Y=4'b1111;
        #10
        $finish;
    end
endmodule
```



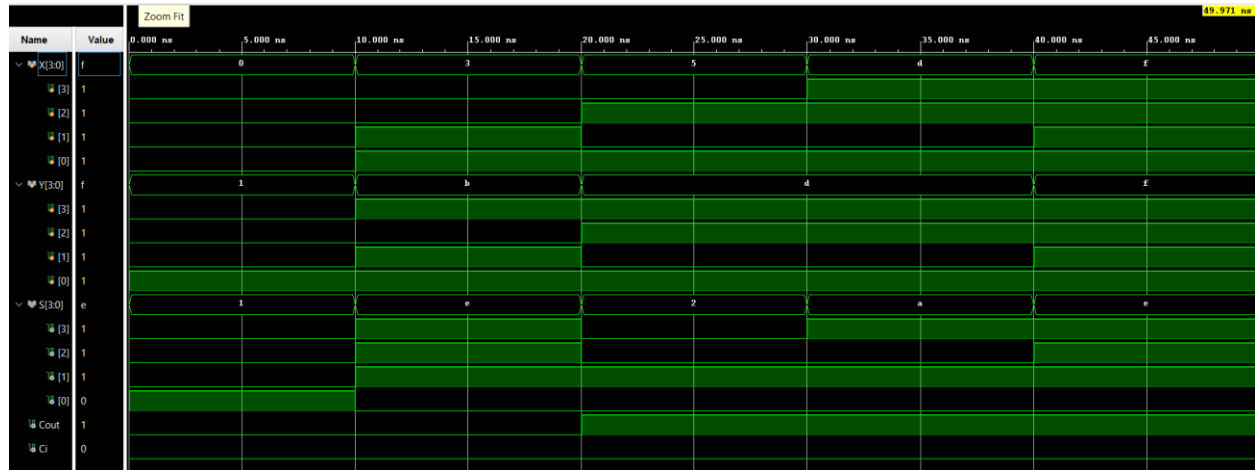
## RTL Schematic



## Technology Schematic



## Simulation Wave Form



## Combinational Delays

From Port	To Port	M <sup>a</sup> <sub>1</sub>	Max Process Corner	Min Delay	Min Process Corner
X[2]	cout	5.357	SLOW	2.072	FAST
Y[3]	cout	5.359	SLOW	2.071	FAST
X[3]	cout	5.361	SLOW	2.074	FAST
Y[2]	cout	5.361	SLOW	2.072	FAST
X[1]	cout	5.910	SLOW	2.321	FAST
Y[0]	cout	5.940	SLOW	2.317	FAST
X[0]	cout	5.942	SLOW	2.316	FAST
Y[1]	cout	5.944	SLOW	2.319	FAST
c0	cout	5.944	SLOW	2.317	FAST
X[0]	S[0]	6.221	SLOW	2.143	FAST
Y[0]	S[0]	6.221	SLOW	2.143	FAST
c0	S[0]	6.221	SLOW	2.143	FAST
X[0]	S[1]	6.236	SLOW	2.158	FAST
X[1]	S[1]	6.236	SLOW	2.158	FAST
Y[0]	S[1]	6.236	SLOW	2.158	FAST
Y[1]	S[1]	6.236	SLOW	2.158	FAST
c0	S[1]	6.236	SLOW	2.158	FAST
X[2]	S[3]	6.252	SLOW	2.173	FAST
X[3]	S[3]	6.252	SLOW	2.173	FAST
Y[2]	S[3]	6.252	SLOW	2.173	FAST
Y[3]	S[3]	6.252	SLOW	2.173	FAST
X[2]	S[2]	6.254	SLOW	2.175	FAST
Y[2]	S[2]	6.254	SLOW	2.175	FAST
X[1]	S[3]	6.835	SLOW	2.418	FAST
X[1]	S[2]	6.837	SLOW	2.420	FAST
Y[0]	S[3]	6.865	SLOW	2.414	FAST
X[0]	S[3]	6.867	SLOW	2.413	FAST
Y[0]	S[2]	6.867	SLOW	2.416	FAST

Y[1]	S[3]	6.869	SLOW	2.416	FAST
c0	S[3]	6.869	SLOW	2.414	FAST
X[0]	S[2]	6.869	SLOW	2.415	FAST
Y[1]	S[2]	6.871	SLOW	2.418	FAST
c0	S[2]	6.871	SLOW	2.416	FAST

Fastest parts of circuit are carry-out parts

## 6-) Adder Subtractor

### Verilog Code

### Module Verilog Code

```

`timescale 1ns / 1ps
module ASV(
    input [3:0]X,
    input [3:0]Y,
    input Ci,
    output V,
    output [3:0]S,
    output Cout
);
wire [4:0]C;
wire [3:0]B;

assign C[0]=Ci;
genvar i;
generate
    for(i=0;i<4;i=i+1)
    begin
        EXOR exori(.I1(Y[i]),.I2(Ci),.O(B[i]));
        FA fai(.X(B[i]),.Y(X[i]),.Ci(C[i]),.S(S[i]),.Cout(C[i+1]));
    end
endgenerate
EXOR exorv(.I1(C[3]),.I2(C[4]),.O(V));
assign Cout=C[4];
endmodule

```

## Testbench Verilog Code

```
`timescale 1ns / 1ps

module Top_module_tb;
    reg [3:0]X;
    reg [3:0]Y;
    wire [3:0]S;
    wire Cout;
    reg Ci;
    wire C3;
    wire C4;
    wire V;

    ASV uut(.X(X),.Y(Y),.Ci(Ci),.V(V),.Cout(Cout),.S(S),.C3(C3),.C4(C4));

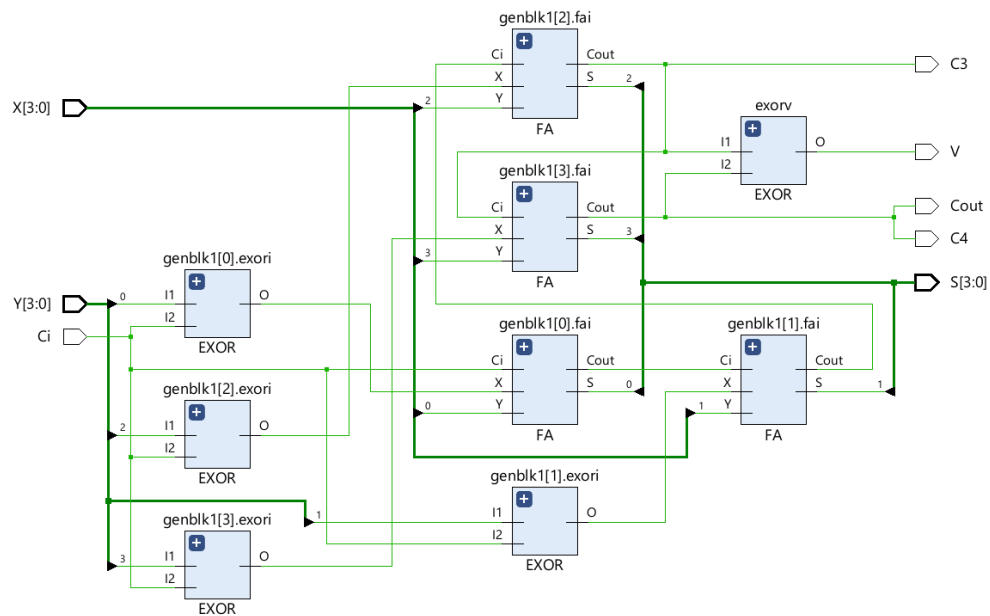
    initial
    begin
        Ci=1'b0;
        X=4'b0001;
        Y=4'b0010;
        #10
        X=4'b0001;
        Y=4'b0011;
        #10
        X=4'b0001;
        Y=4'b1111;
        #10
        Ci=1'b1;
        X=4'b0111;
        Y=4'b1000;
        #10
        X=4'b1110;
        Y=4'b1101;
        #10
        X=4'b1100;
        Y=4'b1100;
        #10
        X=4'b1101;
        Y=4'b0010;
        #10
        X=4'b1100;
        Y=4'b0101;
        #10
    end
endmodule
```

```

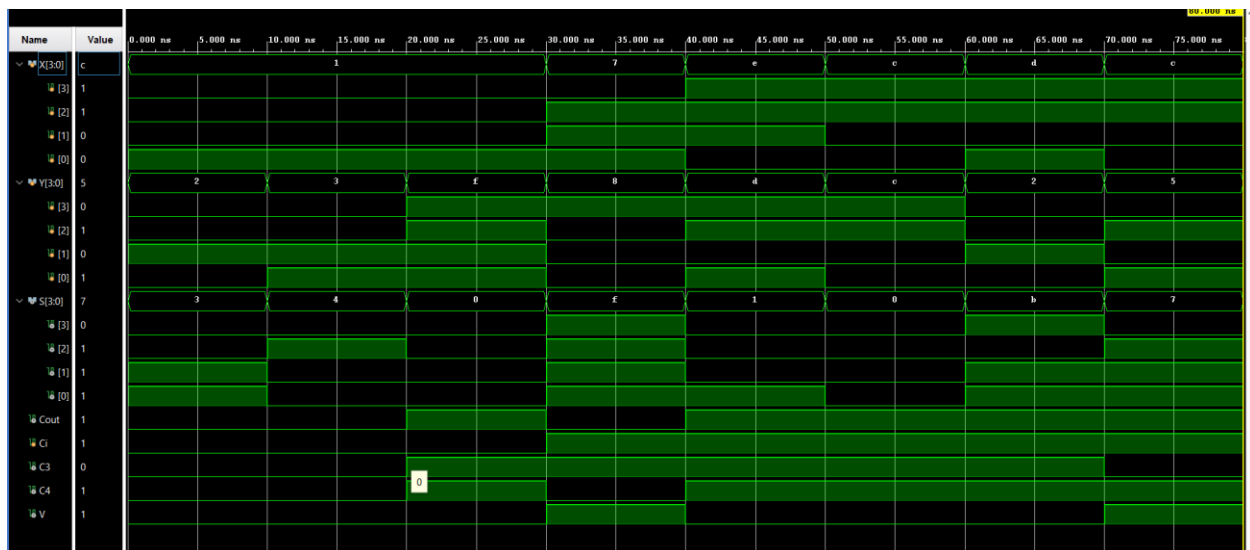
$finish;
end
endmodule

```

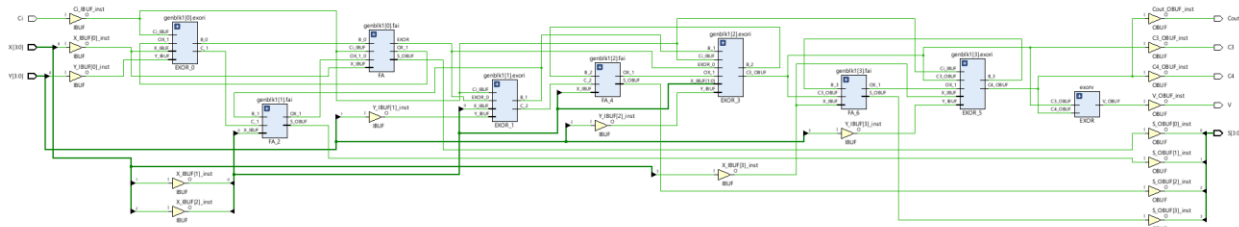
## RTL Schematic



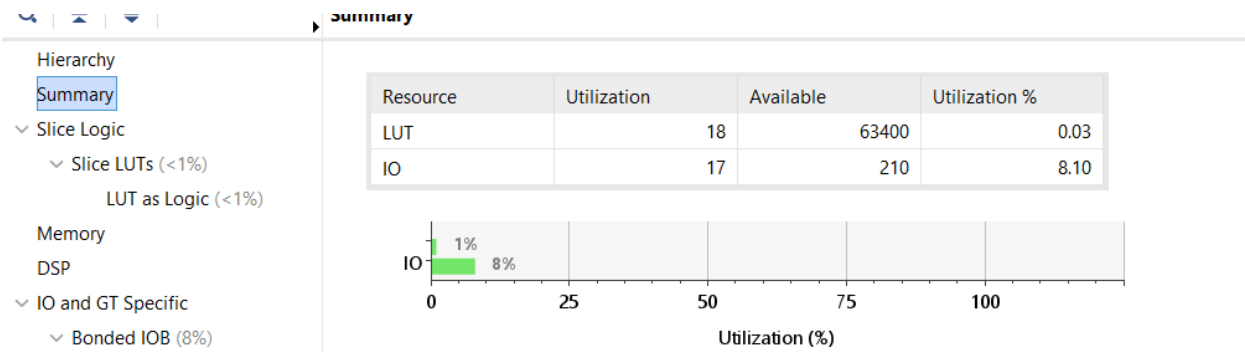
## Behavioral Simulation Wave Form



## Technology Schematic



## Design Summary



## Combinational Delays

From Port	To Port <sup>1</sup>	Max Delay	Max Process Corner	Min Delay	Min Process Corner	
☑ Ci	☐ C3	7.105	SLOW	2.322	FAST	
☑ X[0]	☐ C3	6.986	SLOW	2.357	FAST	
☑ X[1]	☐ C3	7.011	SLOW	2.120	FAST	
☑ X[2]	☐ C3	6.403	SLOW	2.126	FAST	
☑ Y[0]	☐ C3	7.592	SLOW	2.733	FAST	
☑ Y[1]	☐ C3	7.620	SLOW	2.499	FAST	
☑ Y[2]	☐ C3	6.996	SLOW	2.465	FAST	
☑ Ci	☐ C4	7.702	SLOW	2.442	FAST	
☑ X[0]	☐ C4	7.583	SLOW	2.601	FAST	
☑ X[1]	☐ C4	7.608	SLOW	2.365	FAST	
☑ X[2]	☐ C4	7.000	SLOW	2.370	FAST	
☑ X[3]	☐ C4	6.395	SLOW	2.118	FAST	
☑ Y[0]	☐ C4	8.189	SLOW	2.977	FAST	
☑ Y[1]	☐ C4	8.217	SLOW	2.743	FAST	
☑ Y[2]	☐ C4	7.593	SLOW	2.709	FAST	
☑ Y[3]	☐ C4	7.010	SLOW	2.506	FAST	
☑ Ci	☑ Cout	8.619	SLOW	2.543	FAST	
☑ X[0]	☑ Cout	8.501	SLOW	2.703	FAST	
☑ X[1]	☑ Cout	8.526	SLOW	2.466	FAST	
☑ X[2]	☑ Cout	7.918	SLOW	2.472	FAST	
☑ X[3]	☑ Cout	7.313	SLOW	2.219	FAST	
☑ Y[0]	☑ Cout	9.107	SLOW	3.079	FAST	
☑ Y[1]	☑ Cout	9.135	SLOW	2.845	FAST	
☑ Y[2]	☑ Cout	8.511	SLOW	2.810	FAST	
☑ Y[3]	☑ Cout	7.927	SLOW	2.608	FAST	
☑ Ci	☑ S[0]	7.414	SLOW	2.154	FAST	
☑ X[0]	☑ S[0]	7.319	SLOW	2.430	FAST	
☑ Y[0]	☑ S[0]	7.925	SLOW	2.687	FAST	
☑ Ci	☑ S[1]	8.002	SLOW	2.403	FAST	



From Port	To Port <sup>1</sup>	Max Delay	Max Process Corner	Min Delay	Min Process Corner
✎ X[0]	✎ S[1]	7.907	SLOW	2.438	FAST
✎ X[1]	✎ S[1]	7.299	SLOW	2.432	FAST
✎ Y[0]	✎ S[1]	8.513	SLOW	2.682	FAST
✎ Y[1]	✎ S[1]	7.907	SLOW	2.691	FAST
✎ Ci	✎ S[2]	8.596	SLOW	2.649	FAST
✎ X[0]	✎ S[2]	8.478	SLOW	2.694	FAST
✎ X[1]	✎ S[2]	8.503	SLOW	2.457	FAST
✎ X[2]	✎ S[2]	7.321	SLOW	2.454	FAST
✎ Y[0]	✎ S[2]	9.084	SLOW	3.070	FAST
✎ Y[1]	✎ S[2]	9.112	SLOW	2.704	FAST
✎ Y[2]	✎ S[2]	7.914	SLOW	2.702	FAST
✎ Ci	✎ S[3]	8.618	SLOW	2.649	FAST
✎ X[0]	✎ S[3]	8.500	SLOW	2.702	FAST
✎ X[1]	✎ S[3]	8.525	SLOW	2.465	FAST
✎ X[2]	✎ S[3]	7.916	SLOW	2.470	FAST
✎ X[3]	✎ S[3]	7.311	SLOW	2.444	FAST
✎ Y[0]	✎ S[3]	9.106	SLOW	3.078	FAST
✎ Y[1]	✎ S[3]	9.134	SLOW	2.844	FAST
✎ Y[2]	✎ S[3]	8.509	SLOW	2.809	FAST
✎ Y[3]	✎ S[3]	7.926	SLOW	2.714	FAST
✎ Ci	✎ V	9.211	SLOW	2.656	FAST
✎ X[0]	✎ V	9.092	SLOW	2.690	FAST
✎ X[1]	✎ V	9.117	SLOW	2.453	FAST
✎ X[2]	✎ V	8.509	SLOW	2.459	FAST
✎ X[3]	✎ V	7.904	SLOW	2.461	FAST
✎ Y[0]	✎ V	9.698	SLOW	3.066	FAST
✎ Y[1]	✎ V	9.726	SLOW	2.832	FAST
✎ Y[2]	✎ V	9.102	SLOW	2.798	FAST
✎ Y[3]	✎ V	8.518	SLOW	2.850	FAST

Worst delay is from Y[1] to V and it is 9.726ns