

# Experiment 0: Combinational Circuits 1

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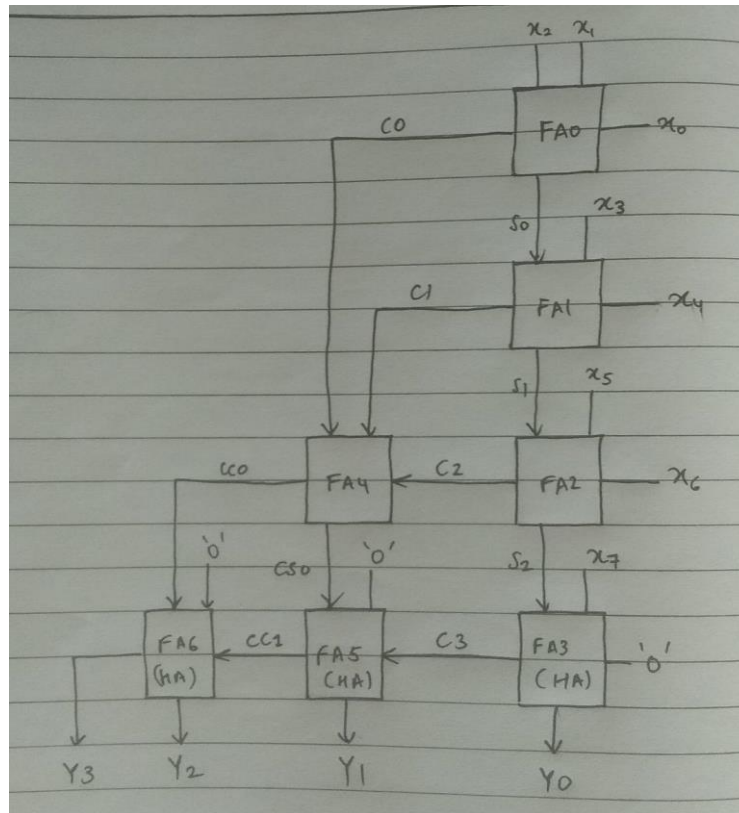
## Overview of the experiment:

The purpose of the experiment was to design a logic circuit in Quartus which takes 8 inputs ( $x_0, \dots, x_7$ ) and gives 4bit binary number, indicating the number of 1s in the 8 inputs given. I implemented this using Full Adders as components, which themselves used AND, NOT, XOR and OR gates.

I started by ideating a hand sketch to get an idea of the structure of the gates and what the rough framework should be. Since a single full adder adds 3 bits, I built up on this logic to end at a 7 full adder (4 full + 3 half adder) implementation. As a result of this, I needed only one VHDL file to code with logic, named 'BitCounter'. The remaining 'Gates' and 'FullAdder' remained the same and 'Testbench' required a change in only number of inputs and outputs. Then I finished the DUT file to suit my needs. Finally, I made a python script to generate the testcases in 'TRACEFILE.txt' which I added to simulations>modelsim. I added Testbench to the simulation and ran RTL as well as Gate Level to see if all cases passed.

The 2 simulations show the waveform of the input vector of size 8 and output vector of size 4. The output waveform corresponds to the number of 1's in the input represented as a binary number.

## Approach to the experiment:



Using the logic that a full adder can add three bits, I split the problem statement into adding 8 bits whilst simultaneously taking care of carries and summing them up as well. In the end I came up with this structure which was the simplest solution that I could think of.

Everything has been labelled and is self-explanatory. Keeping track of carries was the tricky part as it needed many additional intermediate signals. Also note, the last three full adders are effectively half adders.

## Design document and VHDL code if relevant:

**DUT:** Wraps the Bit\_Counter entity and converts the inputs and outputs to be std logic vectors.

**Testbench:** Compares outputs of TRACEFILE.txt and output of implementation.

**Full\_adder:** Acts as a full adder to add 3 bits

**Bit\_Counter:** The main logic of the design which instantiates component Full\_adder and gives output as the number of 1s in the input as a 4 bit binary number.

### Architecture of Bit\_Counter:

architecture Struct of Bit\_Counter is

```

component Full_Adder is
    port (A, B, Cin: in std_logic; S, Cout: out std_logic);

```

```

end component Full_Adder;

-- Signal names are self-sufficient to understand when paired with component port
maps
signal S0, S1, S2, C0, C1, C2, C3, CS0, CC0, CC1: std_logic;

begin
-- component instances
fa0: Full_Adder
    port map (A => X1, B => X2, Cin => X0, S => S0, Cout => C0);

fa1: Full_Adder
    port map (A => S0, B => X4, Cin => X3, S => S1, Cout => C1);

fa2: Full_Adder
    port map (A => S1, B => X6, Cin => X5, S => S2, Cout => C2);

fa3: Full_Adder
    port map (A => S2, B => X7, Cin => '0', S => Y0, Cout => C3);

fa4: Full_Adder
    port map (A => C0, B => C1, Cin => C2, S => CS0, Cout => CC0);

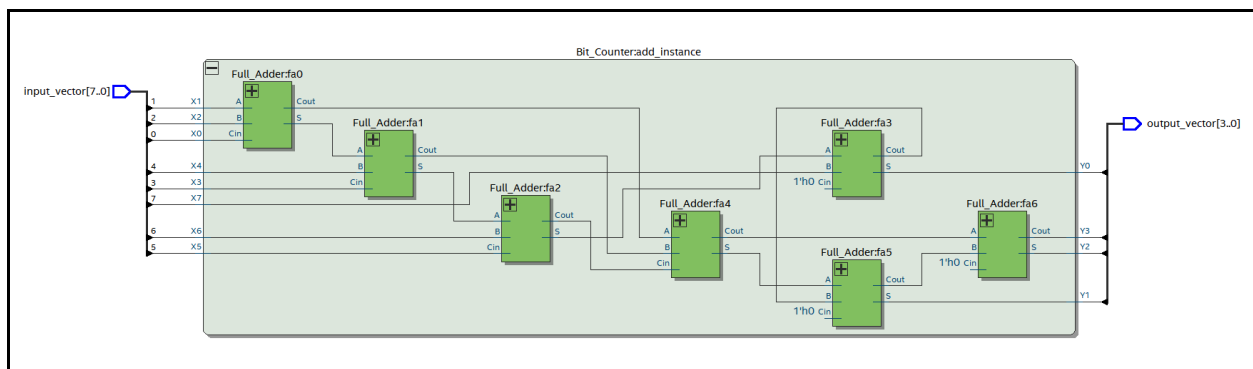
fa5: Full_Adder
    port map (A => CS0, B => C3, Cin => '0', S => Y1, Cout => CC1);

fa6: Full_Adder
    port map (A => CC0, B => CC1, Cin => '0', S => Y2, Cout => Y3);

end Struct;

```

## RTL View:



## DUT Input/Output Format:

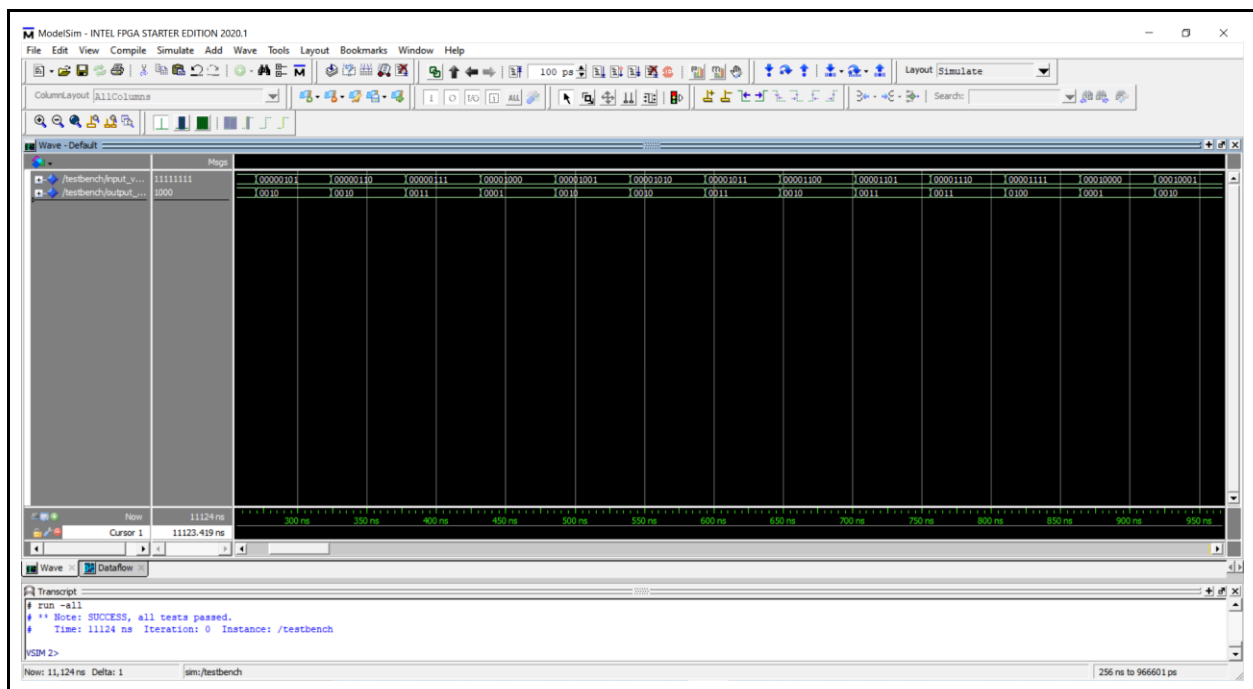
Input is a std logic vector of size 8. The LSB of the input is x0 and the MSB of the input is x7.  
Output is a std logic vector of size 4. The LSB of the output is y0 and the MSB of the output is y3.

Few Testcases:

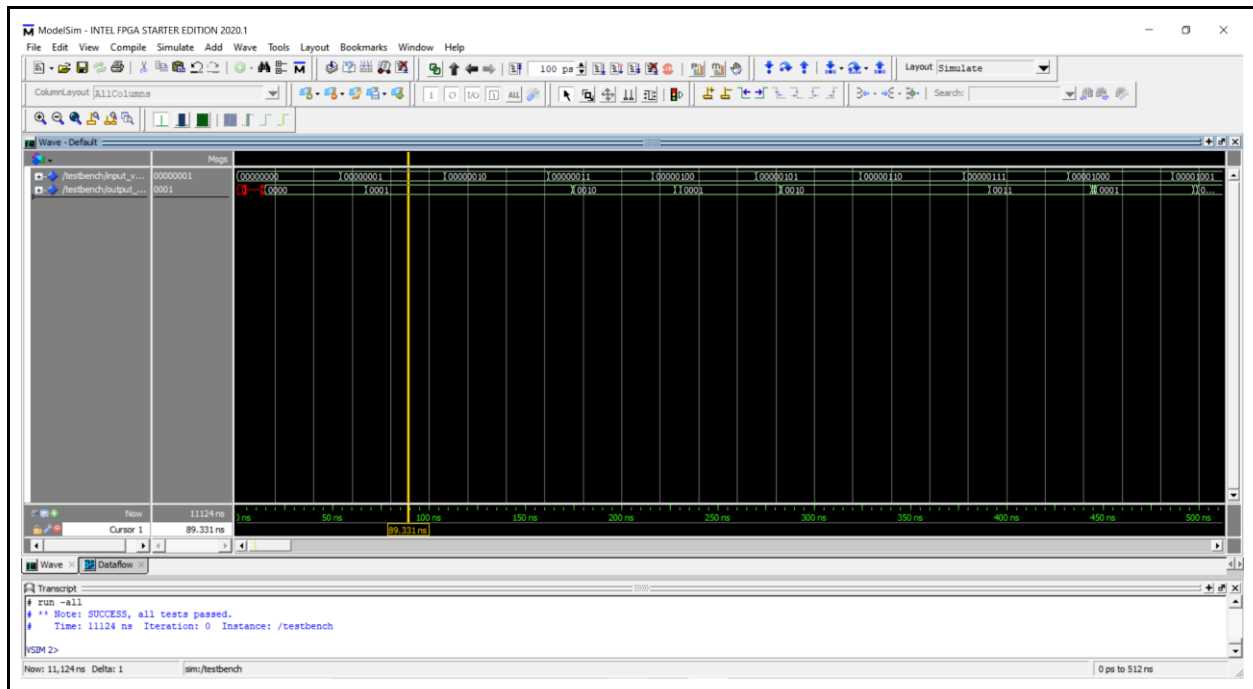
```
00010000 0001 1111
00010001 0010 1111
00010010 0010 1111
00010011 0011 1111
00010100 0010 1111
00010101 0011 1111
00010110 0011 1111
```

(Taken directly from TRACEFILE.txt)

## RTL Simulation:



## Gate-level Simulation:



## Krypton board\*:

Map the logic circuit to the Krypton board and attach the images of the pin assignment and output observed on the board (switches/LEDs).

## Observations\*:

You must summarize your observations, either in words, using figures and/or tables.

## References:

NA

\* To be submitted after the tutorial on "Using Krypton."