

**Objective:**

In this lab you will analyze the efficiency of different adder/subtractor topologies in terms of processing delay and power consumption.

**Problem:**

You are given two 4 bit unsigned numbers A and B in two 4 bit registers. You are required to implement the below mentioned scenarios in Verilog:

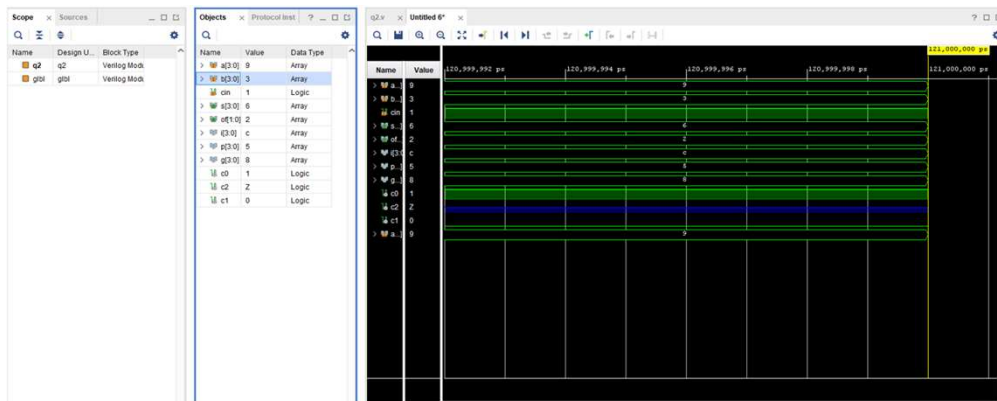
**(a) Implement an adder that uses carry generate and propagate logic to add A and B.**

**Solution::**

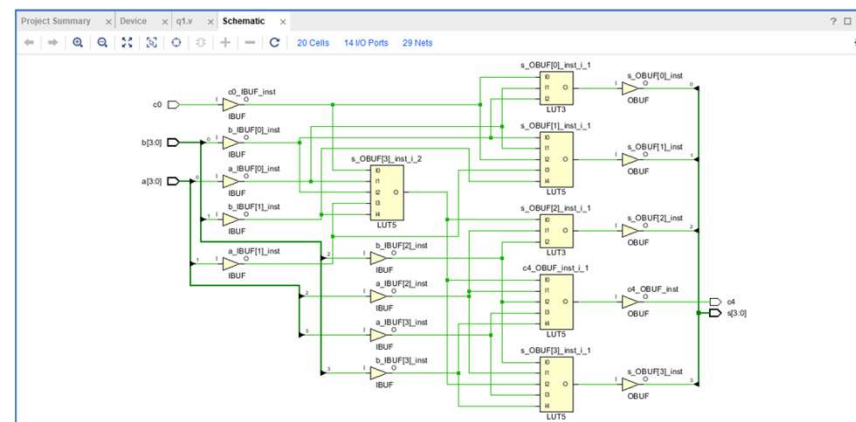
**Code::**

```
module q1(input [3:0] a,b, input c0, output [3:0] s, output c4);
wire c1,c2,c3;
wire [3:0] p,g;
xor (p[0],a[0],b[0]);
xor (p[1],a[1],b[1]);
xor (p[2],a[2],b[2]);
xor (p[3],a[3],b[3]);
and (g[0],a[0],b[0]);
and (g[1],a[1],b[1]);
and (g[2],a[2],b[2]);
and (g[3],a[3],b[3]);
assign c1 = g[0]||(p[0]&& c0);
assign c2 = g[1]||(p[1]&& g[0])||(p[1]&& p[0]&& c0);
assign c3 = g[2]||(p[2]&& g[1])||(p[2]&& p[1]&& g[0])||(p[2]&& p[1]&& p[0]&& c0);
xor (s[0],p[0],c0);
xor (s[1],p[1],c1);
xor (s[2],p[2],c2);
xor (s[3],p[3],c3);
assign c4=g[3]||(p[3]&& c3);
endmodule
```

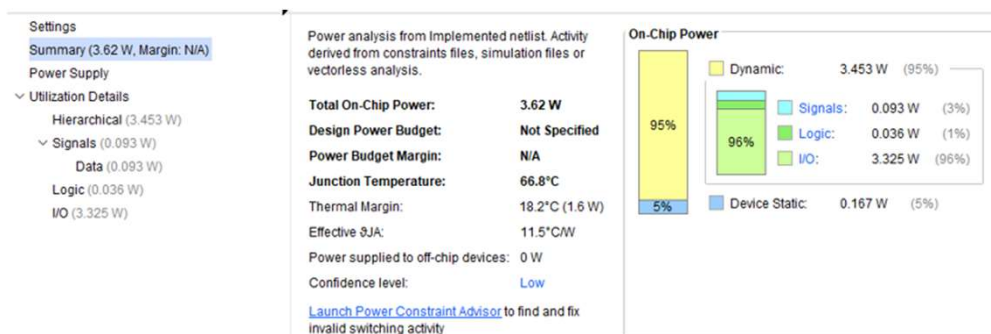
### Wave diagram



## Design of logic



## Power consumption



### Timing diagram

General Information	Timing Check	Count	Worst Severity
Timer Settings	unconstrained_internal_endpoints	15	High
Design Timing Summary	no_clock	10	High
<a href="#">Check Timing (39)</a> <ul style="list-style-type: none"> <li>no_clock (10) <ul style="list-style-type: none"> <li>constant_clock (0)</li> <li>pulse_width_clock (0)</li> <li>unconstrained_internal_endpoints (15) <ul style="list-style-type: none"> <li>no_input_delay (9)</li> <li>no_output_delay (5)</li> <li>multiple_clock (0)</li> <li>generated_clocks (0)</li> <li>loops (0)</li> <li>partial_input_delay (0)</li> <li>partial_output_delay (0)</li> </ul> </li> </ul> </li> </ul>	no_input_delay	9	High
	no_output_delay	5	High
	constant_clock	0	
	pulse_width_clock	0	
	multiple_clock	0	
	generate_d_clocks	0	
	loops	0	
	partial_input_delay	0	
	partial_output_delay	0	
	latch_loops	0	

(b) Implement a subtractor that uses carry generate and propagate logic to subtract B from A.

Solution::

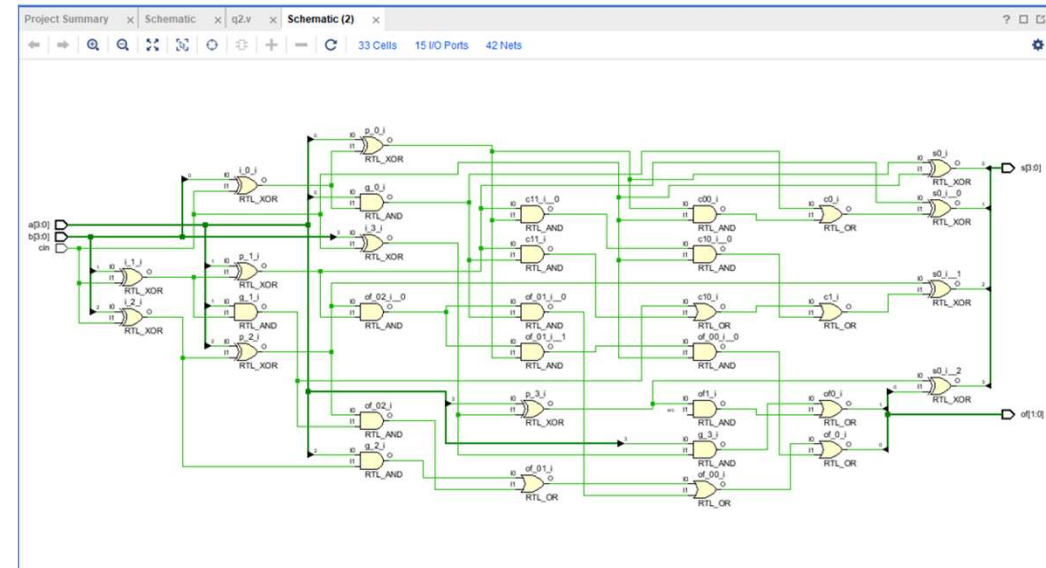
Code:

```

q2.v* x Untitled 6* x
C:/Users/student/project_8/project_8.srcs/sources_1/new/q2.v

19 //
20 //////////////////////////////////////
21
22 module q2(input [3:0] a,b, input cin, output [3:0] s, output [1:0] of);
23 wire [3:0] i;
24 wire [3:0] p,g;
25 wire c0,c2,c1;
26
27 assign i[0]=b[0]^cin;
28 assign i[1]=b[1]^cin;
29 assign i[2]=b[2]^cin;
30 assign i[3]=b[3]^cin;
31
32 assign p[0]=a[0]^i[0];
33 assign p[1]=a[1]^i[1];
34 assign p[2]=a[2]^i[2];
35 assign p[3]=a[3]^i[3];
36
37 assign g[0]=a[0]&&i[0];
38 assign g[1]=a[1]&&i[1];
39 assign g[2]=a[2]&&i[2];
40 assign g[3]=a[3]&&i[3];
41
42 assign c0=g[0]|| (p[0]&&cin);
43 assign c1=g[1]|| (p[1]&&g[0])|| (p[1]&&p[0]&&cin);
44 assign of[0]=g[2]|| (p[2]&&g[1])|| (p[2]&&p[1]&&g[0])|| (p[2]&&p[1]&&p[0]&&cin);
45 assign s[0]=p[0]^cin;
46 assign s[1]=p[1]^c0;
47 assign s[2]=p[2]^c1;
48 assign s[3]=p[3]^of[0];
49 assign of[1]=g[3]|| (p[3]&&c2);
50
51 endmodule

```





(c) Implement a subtractor using ripple carry adder in Lab 1 to subtract B from A

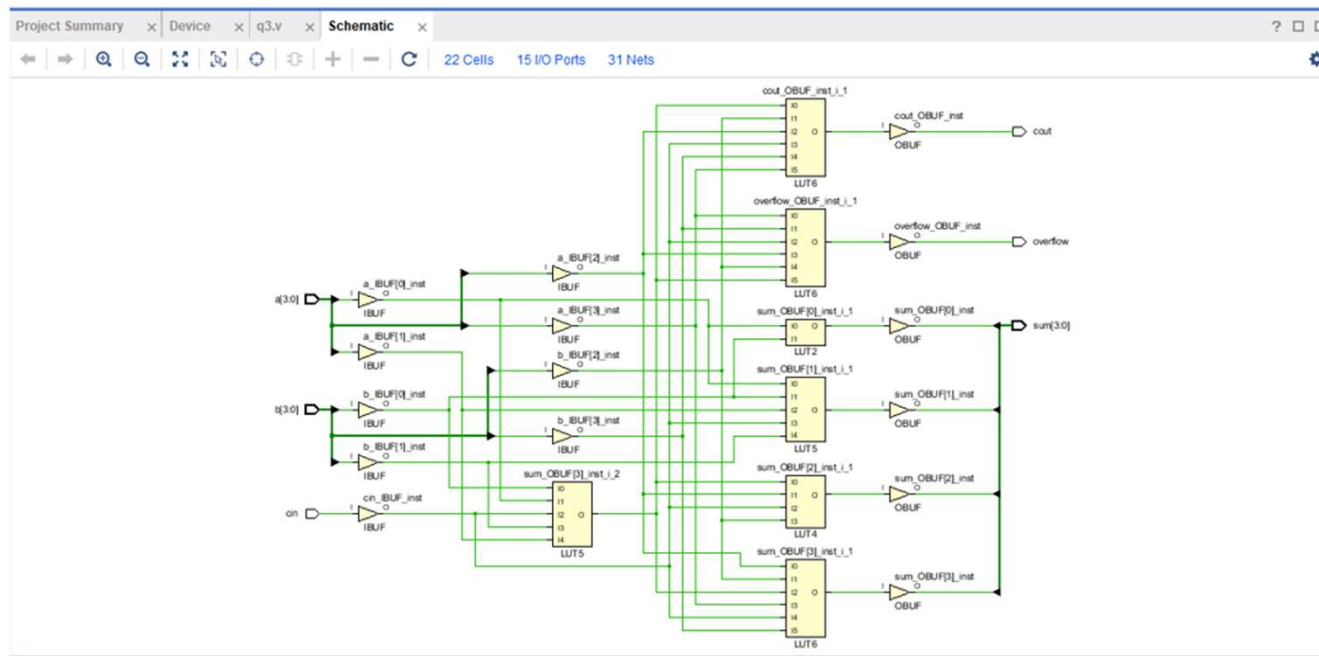
Solution::

Code::

```
module full_adder(input x, input y,          input ci,          output s,          output co);
wire w1,w2,w3;
xor g1(w1,x,y);
xor g2(s,w1,ci);
and g3(w2,w1,ci);
and g4(w3,x,y);
or g5(co,w2,w3);
endmodule

module adder_1(input [3:0]a, input[3:0]b, input cin, output[3:0]sum, output cout,overflow);
wire [3:0]i;
assign i[0]= b[0]^cin;assign i[1]= b[1]^cin;assign i[2]= b[2]^cin;assign i[3]= b[3]^cin;
wire c0,c1,c2,c3;
full_adder fa0(a[0],i[0],cin,sum[0],c0);  full_adder fa1(a[1],i[1],c0,sum[1],c1);
full_adder fa2(a[2],i[2],c1,sum[2],c2);  full_adder fa3(a[3],i[3],c2,sum[3],cout);
assign overflow = cout^c2;
endmodule
```





Conclusion::

Power consumption of ripple carry adder is more than and it has less time delay comared to another one