EE 210P - Digital Systems and Design Practicum

Assignment 2

Name: Narmit Kumar

Roll No: B20218

Branch: Electrical Engineering

Q.

Soln. Code for the components:

A. Full adder -

```
C:/intelFPGA/20.1/FullAdder.vhd - Default =
                                                     🕸 🕮 🕮 🎉
B - 🚅 🔲 🦈 🐠 | ¼ 📭 🛍 🗠 😂 | ⊙ - 🙌 🖺
Ln#
        library IEEE;
 1
       use IEEE.std_logic_1164.all;
     \Box entity fa is
     port(X,Y,Z : in bit;
            U,V : out bit);
        end fa;
 8
      architecture behavior of fa is
10 □ begin
11
           U <= X xor Y xor Z;
12
            V \le (X \text{ and } Y) \text{ or } ((X \text{ xor } Y) \text{ and } Z);
     end behavior;
13
14
```

B. 4 bit full adder.

```
C:/intelFPGA/20.1/4bitadder.vhd - Default
  Ln#
         library ieee;
   2
         use ieee.std_logic_l164.all;
   3
       □ entity adder_4bit is
       port(x,y : in bit_vector(3 downto 0);
        cin : in bit;
   6
        sum : out bit_vector(3 downto 0);
   8
        cout : out bit);
        end adder_4bit;
   9
  10
  11
       parchitecture datal of adder_4bit is
  12
        signal cary : bit_vector(2 downto 0);
  13
  14
  15
       component fa is
       port(X,Y,Z : in bit;
  16
  17
            U,V : out bit);
  18
        end component;
  19
  20
        begin
  21
        a0 : fa port map (x(0),y(0), cin,sum(0),cary(0));
        al : fa port map (x(1),y(1), cary(0),sum(1),cary(1));
  22
        a2 : fa port map (x(2), y(2), cary(1), sum(2), cary(2));
a3 : fa port map (x(3), y(3), cary(2), sum(3), cout);
  23
  24
  25
  26
        end datal;
  27
```

ALU:

Here, ALU has been coded using structural model. The component used is a 4 bit full adder for executing the 4 operations of ALU and rest are simple operations which are executed normally without the use of any component. We have two 4 bit inputs A and B for our ALU, a 3 bit input MS, a single bit input Ci (carry in), 4 bit output S (sum) and single bit output C out (carry out). 8 combinations of MS are possible and thus this ALU can perform 8 operations.

MS			Operation
0	0	0	A + B + Cin
0	0	1	A + B' + 1
0	1	0	A + 1
0	1	1	A - 1
1	0	0	Α
1	0	1	A AND B
1	1	0	A OR B
1	1	1	A'

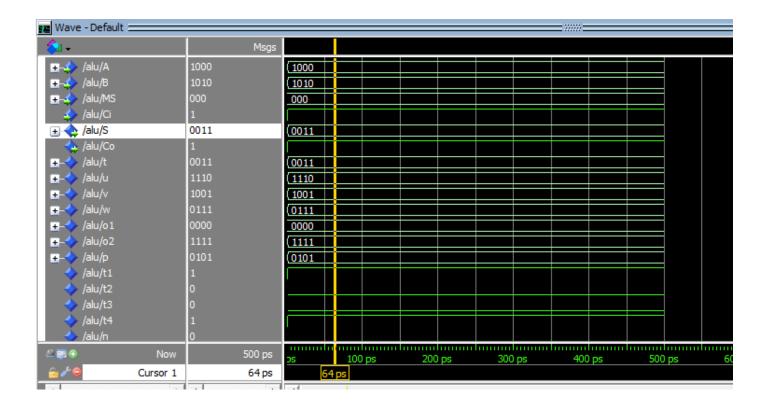
CODE:

```
C:/intelFPGA/20.1/ALU.vhd - Default =
                                              B - 🚅 🔲 🧐 🥌 │ 从 🛍 🛍 竺 竺 │ ◎ - 🚜 🖺 │
                                                                                       X∢≯X 📵 🔏
                                                                                                     4 - 4 - 4 - 4
        library ieee;
        use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
        use ieee.std_logic_arith.all;
      entity ALU is
      port(A,B: in bit_vector(3 downto 0);
        MS: in bit_vector(2 downto 0);
        Ci: in bit:
        S: out bit_vector(3 downto 0);
       Co: out bit);
end ALU;
  11
  12
  13
  14
15
      🛱 architecture structure of ALU is
      component adder 4bit is
      port(x,y: in bit_vector(3 downto 0);
  18
        cin : in bit;
  19
        sum : out bit vector(3 downto 0);
  20
        cout : out bit);
  21
        end component;
  22
  23
        signal t,u,v,w,o1,o2,p: bit_vector(3 downto 0);
 24
25
        signal t1,t2,t3,t4,n,o: bit;
 26
 27
        begin
 28
        p<= NOT B;
        n<='0';
 29
        o<= '1';
 30
 31
        o1<= B"0000";
 32
        o2<= B"11111";
 33
        alul: adder 4bit port map(A,B,Ci,sum=>t,cout=>tl); --Performing operation A + B + Cin
 34
        alu2: adder_4bit port map(A,p,o,sum=>u,cout=>t2); --Performing operation A + B' + 1
        alu3: adder_4bit port map(A,o1,o,sum=>v,cout=>t3); --Performing operation A + 1
 35
 36
       alu4: adder 4bit port map(A,o2,n,sum=>w,cout=>t4); -- Performing operationg A - 1 ( adding 2's compliment of 1 to A)
 37  process (MS, t, u, v, w, t1, t2, t3, t4, n, o1)
 38
       begin
 39 🛱 case MS is
 40
        when "000" =>
 41
        S<=t;
 42
        Co<=t1;
 43
        when "001" =>
 44
        S<=u;
 45
        Co<=t2;
        when "010"=>
 46
 47
        S<=v:
 48
        Co<=t3:
        when "011"=>
 49
 50
        S<=w;
 51
        Co<=t4;
        when "100" => --Operation A
 52
 53
        S <= A;
 54
        Co<=n;
        when "101" => --Operation A and B
 55
 56
        S \le A and B;
 57
        Co<=n;
        when "110" => --Operation A or B
 58
 59
        S \le A \text{ or } B;
 60
        Co<=n;
 61
        when "111" => --Operation A'
 62
        S <= not A;
 63
        Co<=n;
        when others =>
 64
 65
        S <= o1;
 66
        Co<=n;
 67
       end case;
 68
       -end process;
 69
        end structure;
70
```

Simulations:

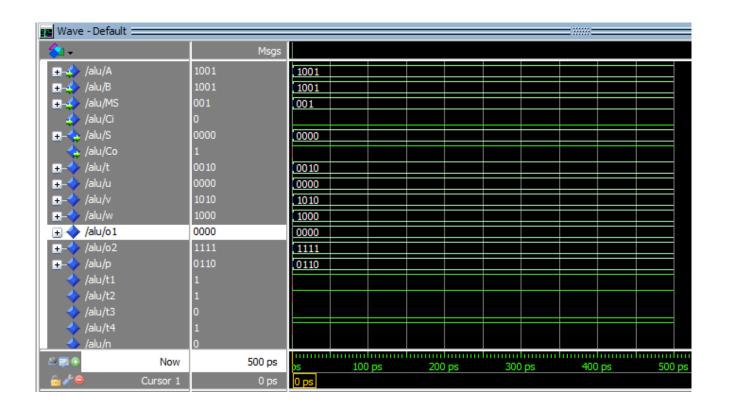
Operation 1: A + B + Cin

Here, we will put A = 1000, B = 1010 and Cin = 1 which will give S = 0011 and Co = 1. Hence operation is verified.



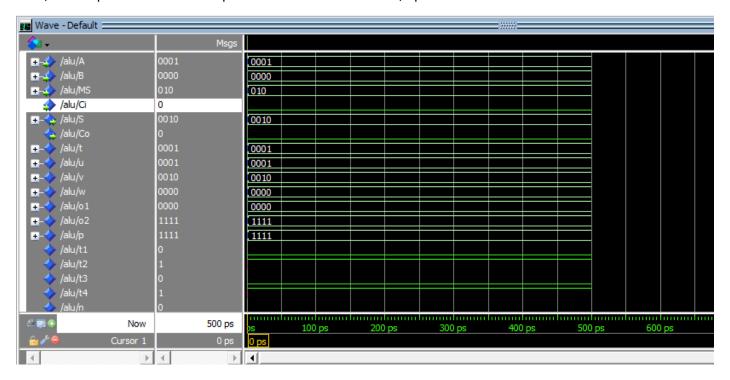
Operation 2:A+B'+1

Here, we will put A = 1001, B = 1001 which will give S = 0000 and Co = 1. Hence operation is verified from the below simulation.



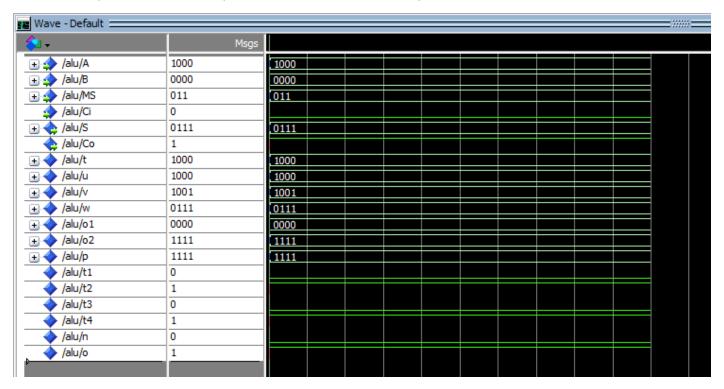
Operation 3: A+1

Here, we will put A = 0001 and output should be S = 0010. Hence, operation is verified from the below observation.



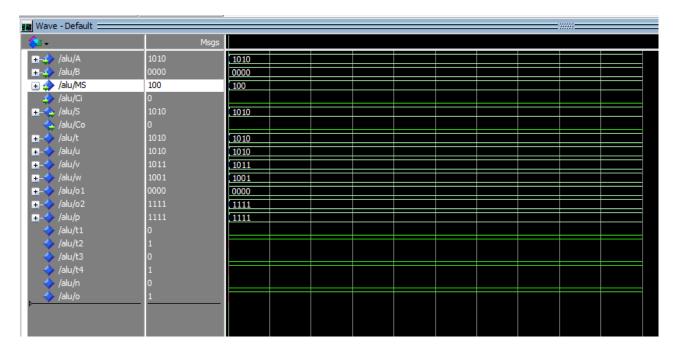
Operation 4: A-1

Here, we will put A = 1000 and output should be S = 0111. Hence, operation is verified from the below observation.



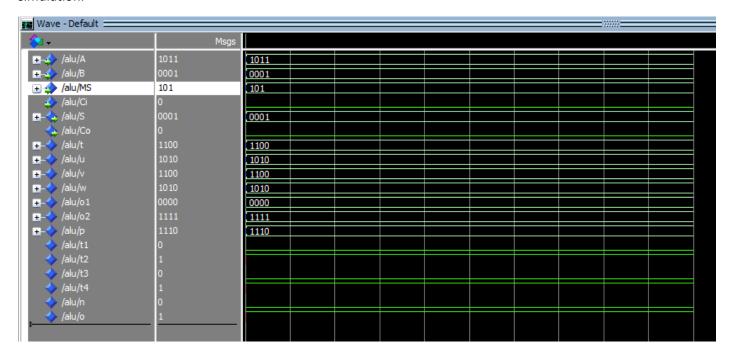
Operation 5: A

Here, we will put A =1010 and output should be A itself, i.e. S = A. Hence ,the operation is verified by the following simulation.



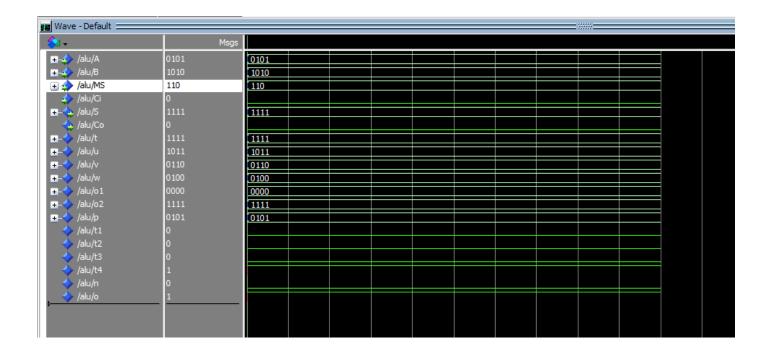
Operation 6: A AND B

Here, we will put A = 1011 and B = 0001, output should be S = 0001. Hence, the operation is verified by the following simulation.



Operation 7: A OR B

Here, we will put A = 1010 and B = 0101, output will be S = 1111. Hence, the operation is verified by the following simulation.



Operation 8: A'

Here, we will put A = 1011 and output should be S=0100. Hence, the operation is verified by the following simulation.

