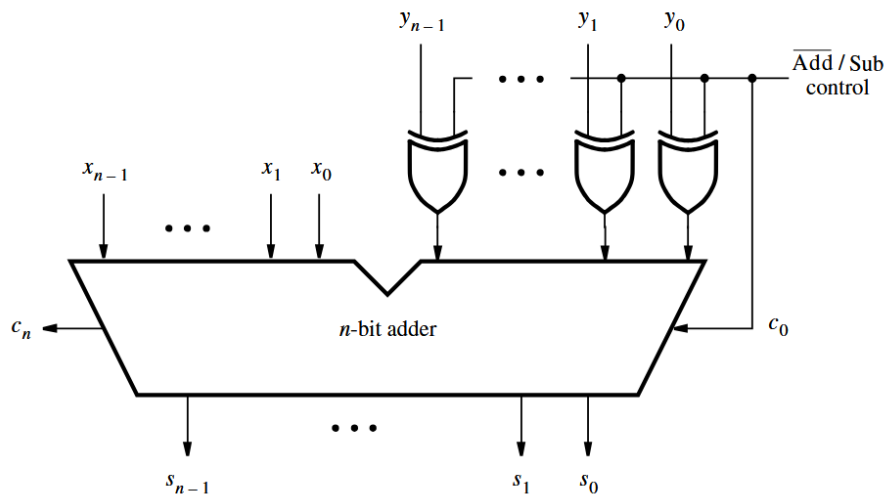
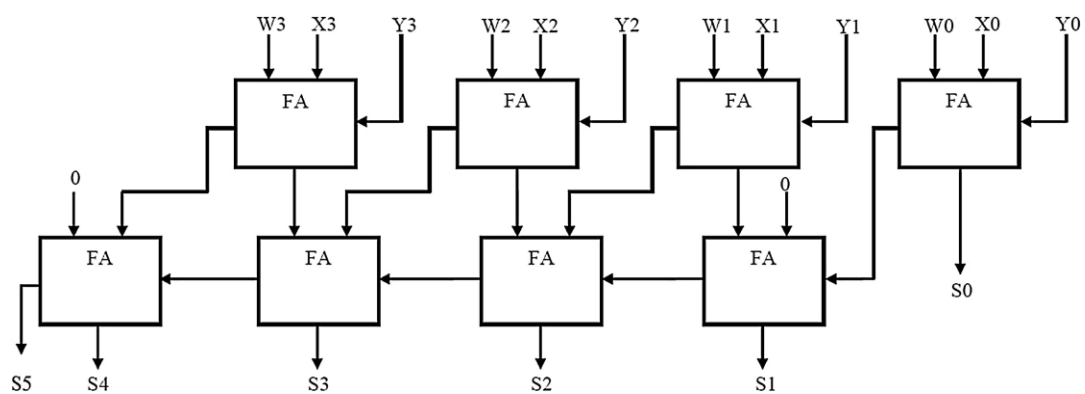


Assignment-03: Structural Modelling

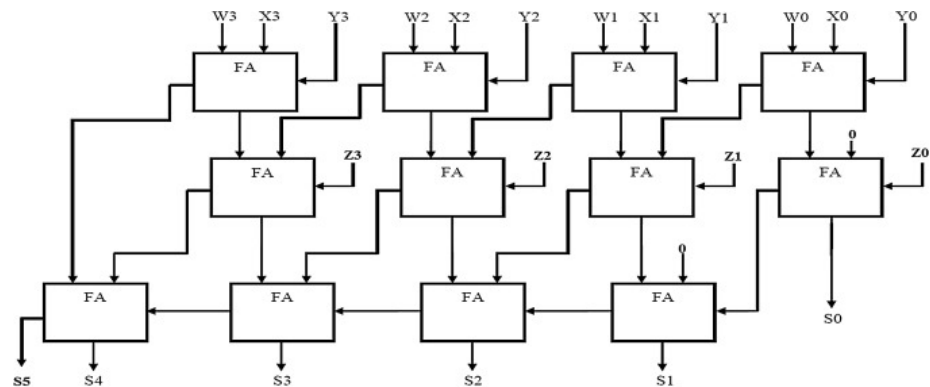
- Design 4:1 using 2:1 multiplexer
- Design 8:1 using 2:1 multiplexer
- Design 1:2 demultiplexer,
- Design 1:8 demux using 1:2 demux
- Design 5:1 Mux using 2:1 multiplexer using structural design
- Design Adder cum Subtractor using structural design (4-bit)



- Design Carry Save Adder (CSA) (Three input carry save addition)



- Design Carry Save Adder(CSA) (Four input carry save addition)



- Design 4-bit Multiplier circuits as below

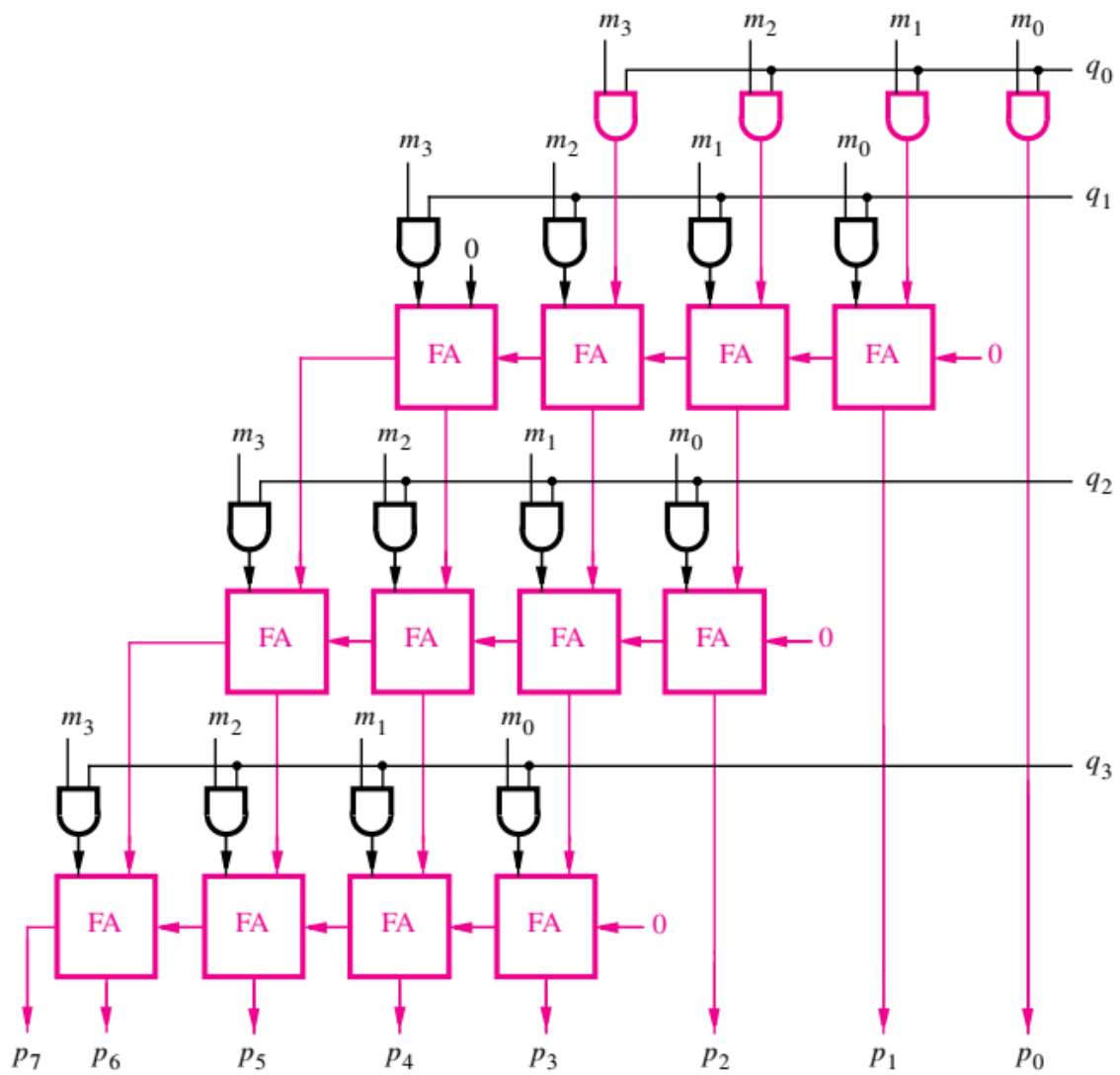
| | | | | | |
|----------------|-------|------------------|-------------------|-------|------------------|
| Multiplicand M | (14) | 1 1 1 0 | Multiplicand M | (14) | 1 1 1 0 |
| Multiplier Q | (11) | $\times 1 0 1 1$ | Multiplier Q | (11) | $\times 1 0 1 1$ |
| | | <hr/> | Partial product 0 | | 1 1 1 0 |
| | | 1 1 1 0 | | | + 1 1 1 0 |
| | | 1 1 1 0 | Partial product 1 | | 1 0 1 0 1 |
| | | 0 0 0 0 | | | + 0 0 0 0 |
| | | 1 1 1 0 | Partial product 2 | | 0 1 0 1 0 |
| | | <hr/> | | | + 1 1 1 0 |
| Product P | (154) | 1 0 0 1 1 0 1 0 | Product P | (154) | 1 0 0 1 1 0 1 0 |

(a) Multiplication by hand

(b) Using multiple adders

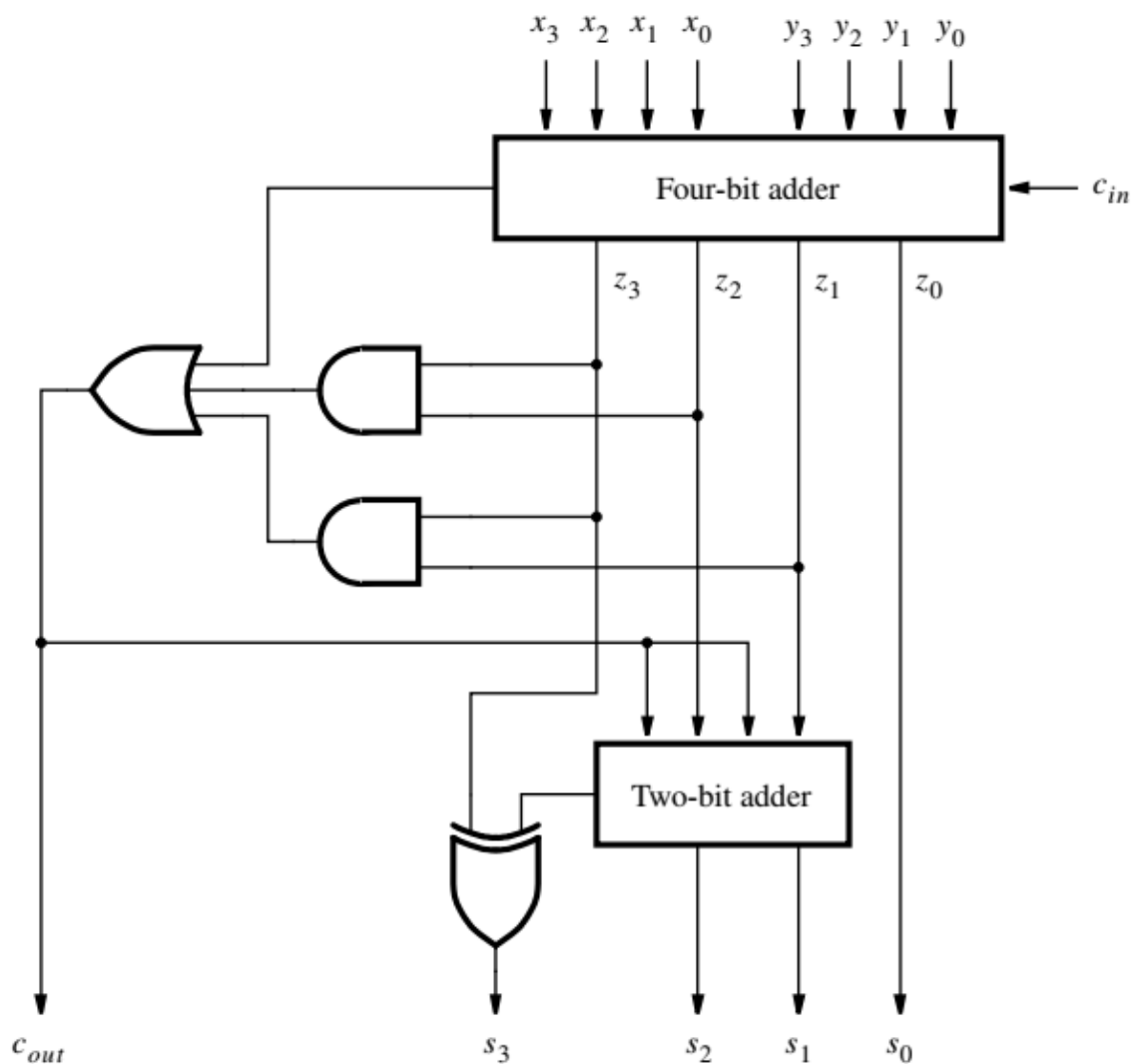
| | | | | | | | | |
|-------------------|-------|-------|-------|----------|----------|----------|----------|----------|
| | | | | | m_3 | m_2 | m_1 | m_0 |
| | | | | \times | q_3 | q_2 | q_1 | q_0 |
| Partial product 0 | | | | | m_3q_0 | m_2q_0 | m_1q_0 | m_0q_0 |
| | | | | $+$ | m_3q_1 | m_2q_1 | m_1q_1 | m_0q_1 |
| Partial product 1 | | | | | $PP1_5$ | $PP1_4$ | $PP1_3$ | $PP1_2$ |
| | | | | $+$ | m_3q_2 | m_2q_2 | m_1q_2 | m_0q_2 |
| Partial product 2 | | | | | $PP2_6$ | $PP2_5$ | $PP2_4$ | $PP2_3$ |
| | | | | $+$ | m_3q_3 | m_2q_3 | m_1q_3 | m_0q_3 |
| Product P | p_7 | p_6 | p_5 | p_4 | p_3 | p_2 | p_1 | p_0 |

(c) Hardware implementation



Hardware implementation of four-bit multiplier

- Write Verilog description for following BCD adder circuit and verify the results



Explanation for the above circuit

When $X + Y \leq 9$:

- The addition is the same as adding two 4-bit unsigned binary numbers.

When $X + Y > 9$:

- The result exceeds the valid range of BCD (which can only represent values 0-9).
- The sum will require two BCD digits.
- The initial 4-bit sum from the adder may be **incorrect** and needs correction.

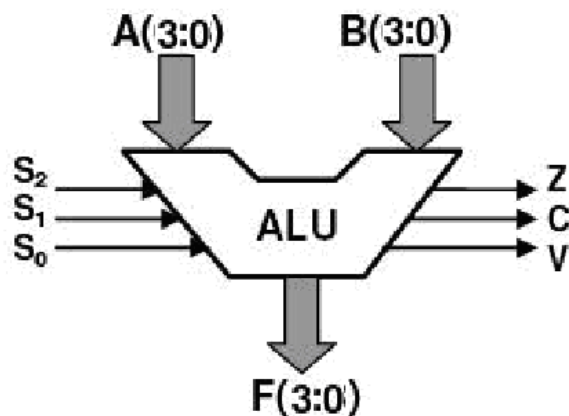
Correction Needed: If the sum exceeds 9, an adjustment is required to ensure the result is a valid BCD representation.

$$\text{Adjust} = \text{Carry-out} + z_3(z_2 + z_1)$$

$$\begin{array}{r}
 X \quad \quad 0111 \quad \quad 7 \\
 + Y \quad + 0101 \quad + 5 \\
 \hline
 Z \quad \quad 1100 \quad \quad 12 \\
 \quad \quad + 0110 \\
 \text{carry} \rightarrow \quad \underline{10010} \\
 \quad \quad \quad \underbrace{\hspace{1.5cm}} \\
 \quad \quad \quad S = 2
 \end{array}$$

$$\begin{array}{r}
 X \quad \quad 1000 \quad \quad 8 \\
 + Y \quad + 1001 \quad + 9 \\
 \hline
 Z \quad \quad 10001 \quad \quad 17 \\
 \quad \quad + 0110 \\
 \text{carry} \rightarrow \quad \underline{10111} \\
 \quad \quad \quad \underbrace{\hspace{1.5cm}} \\
 \quad \quad \quad S = 7
 \end{array}$$

- Design Four-bit ALU



Z, C and V are status flags

Z = 1 if F=0

C = Carry or Borrow

V = Overflow

| S ₂ | S ₁ | S ₀ | Function (F) |
|----------------|----------------|----------------|--------------|
| 0 | 0 | 0 | A+B |
| 0 | 0 | 1 | A-B |
| 0 | 1 | 0 | A-1 |
| 0 | 1 | 1 | A+1 |
| 1 | 0 | 0 | A B |
| 1 | 0 | 1 | A • B |
| 1 | 1 | 0 | NOT A |
| 1 | 1 | 1 | A ⊕ B |