

Digital Circuit Design

UE17CS203

Open End Experiment

Topic : 4x4 Unsigned Multiplier

Using Full Adders

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Verilog Code

Design Module

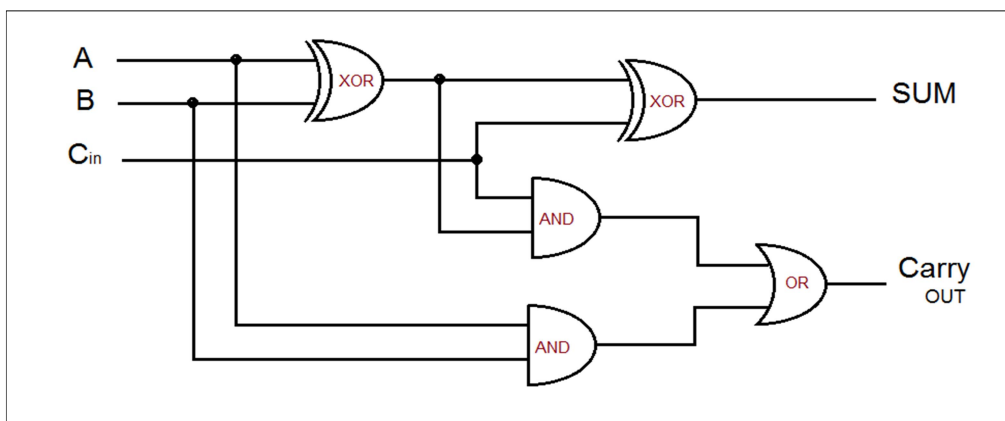
Full Adder :

```
module Full_Adder(  
    input x, y, cin,  
    output s, cout  
);
```

```
    wire c1,c2,c3;  
    xor(s,x,y,cin);  
    and a1(c1,x,y);  
    and a2(c2,x,cin);  
    and a3(c3,y,cin);  
    or(cout,c1,c2,c3);
```

```
endmodule
```

Logic Diagram of Full Adder



4x4 Multiplier:

```
module M4bit(
```

```
    input [3:0] Q,
```

```
    input [3:0] M,
```

```
    output [7:0] P
```

```
);
```

```
wire c1,c2,c3,c4,c5,c6,c7,c8,c9,c10,c11;
```

```
wire d1,d2,d3,d4,d5,d6,d7;
```

```
wire e1,e2,e3;
```

```
wire f1,f2,f3,f4,f5,f6,f7;
```

```
wire g1,g2,g3,g4;
```

```
and A1(c1,M[3],Q[1]);
```

```
and A2(c2,M[2],Q[2]);
```

```
and A3(c3,M[1],Q[3]);
```

```
and A4(c4,M[3],Q[0]);
```

```
and A5(c5,M[2],Q[1]);
```

```
and A6(c6,M[1],Q[2]);
```

```
and A7(c7,M[2],Q[0]);
```

```
and A8(c8,M[1],Q[1]);
```

```
and A9(c9,M[0],Q[2]);
```

```
and A10(c10,M[1],Q[0]);
```

```
and A11(c11,M[0],Q[1]);
```

```
and A12(P[0],M[0],Q[0]);
```

```
Full_Adder fa1(c1,c2,c3,d2,d1);  
Full_Adder fa2(c4,c5,c6,d4,d3);  
Full_Adder fa3(c7,c8,c9,d6,d5);  
Full_Adder fa4(c10,c11,0,P[1],d7);
```

```
and A13(e1,M[2],Q[3]);  
and A14(e2,M[3],Q[2]);  
and A15(e3,M[0],Q[3]);
```

```
Full_Adder fa5(e1,e2,d1,f2,f1);  
Full_Adder fa6(d2,d3,f5,f4,f3);  
Full_Adder fa7(d4,e3,d5,f6,f5);  
Full_Adder fa8(d6,d7,0,P[2],f7);
```

```
and A16(g1,M[3],Q[3]);
```

```
Full_Adder fa9(g1,f1,g2,P[6],P[7]);  
Full_Adder fa10(f2,f3,g3,P[5],g2);  
Full_Adder fa11(f4,0,g4,P[4],g3);  
Full_Adder fa12(f6,f7,0,P[3],g4);
```

```
endmodule
```

Test Bench

```
module tb_mult;
reg [3:0] Q;
reg [3:0] M;
wire [7:0] P;

M4bit dut(Q, M, P);

initial begin
    Q = 11;
    M = 14;

    #100 Q = 1;
    M = 15;

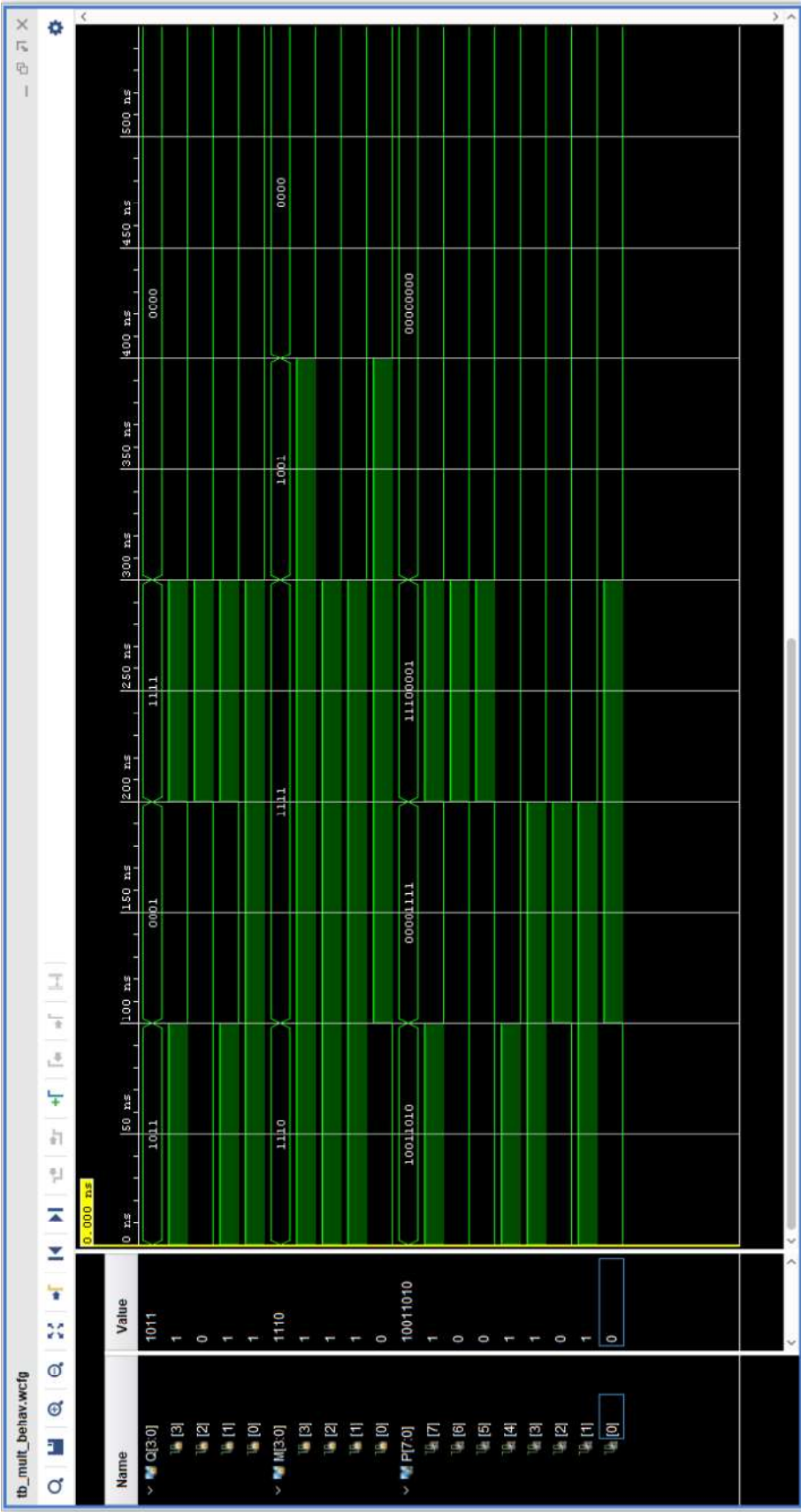
    #100 Q = 15;
    M = 15;

    #100 Q = 0;
    M = 9;

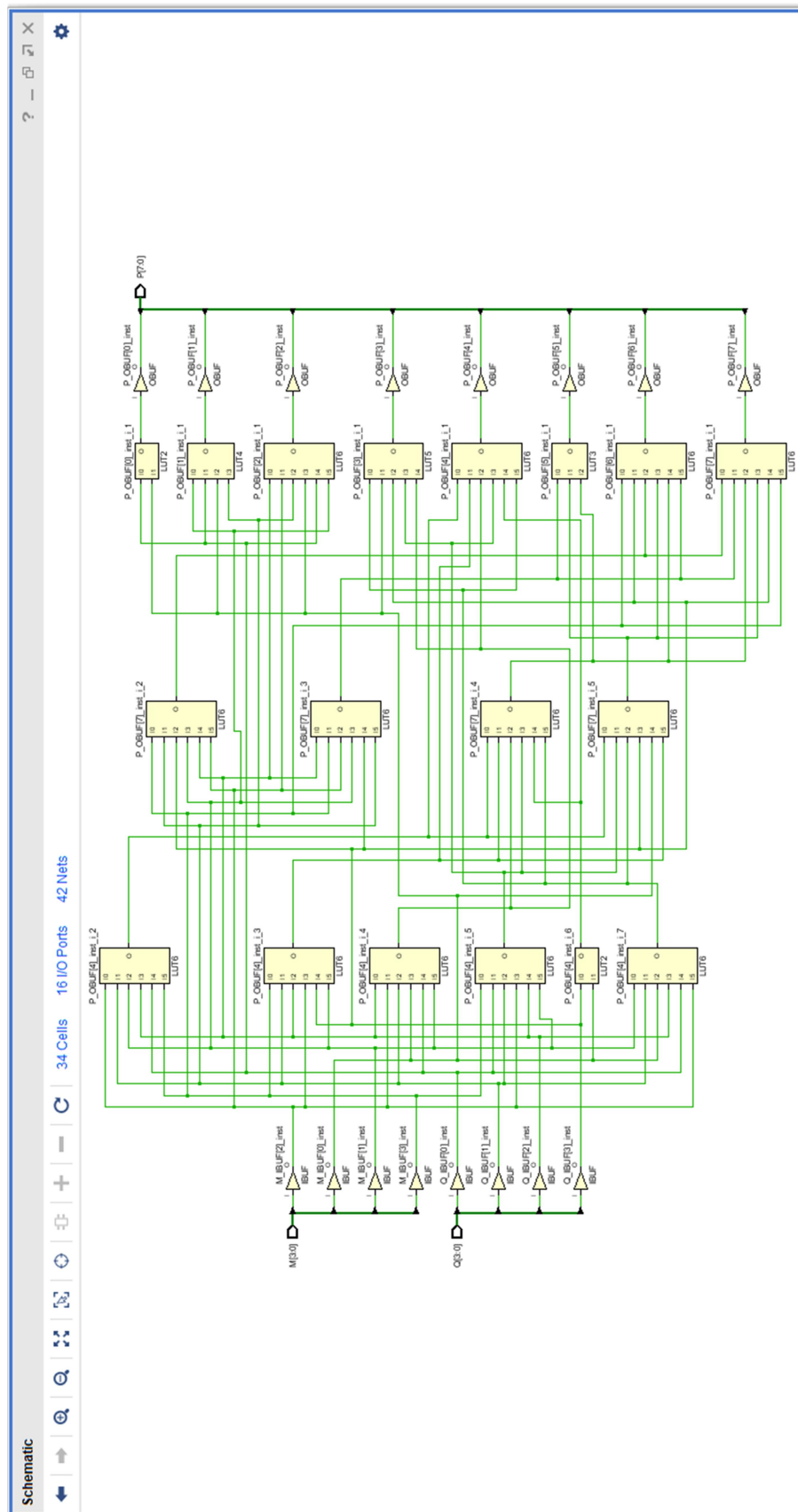
    #100 Q = 0;
    M = 0;

end
endmodule
```

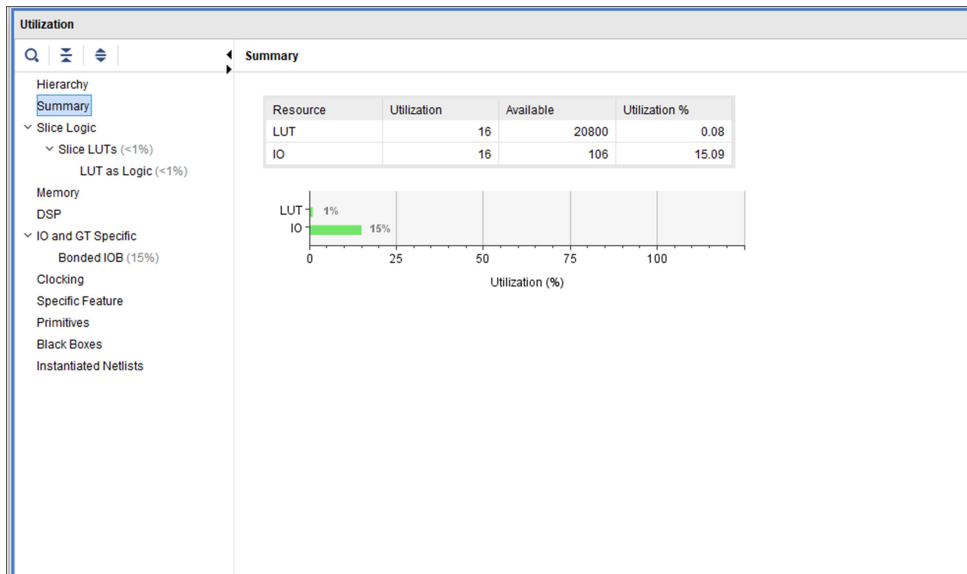
Waveform



Schematic Diagram (After Synthesis)



Synthesis Report Utilization



Sample Truth Table of 4 bit Multiplier

A	A3	A2	A1	A0	B	B3	B2	B1	B0	P	P7	P6	P5	P4	P3	P2	P1	P0
0	0	0	0	0	6	0	1	1	0	0	0	0	0	0	0	0	0	0
1	0	0	0	1	13	1	1	0	1	13	0	0	0	0	1	1	0	1
3	0	0	1	1	9	1	0	0	1	27	0	0	0	1	1	0	1	1
6	0	1	1	0	5	0	1	0	1	30	0	0	0	1	1	1	1	0
7	0	1	1	1	7	0	1	1	1	49	0	0	1	1	0	0	0	1
9	1	0	0	1	8	1	0	0	0	72	0	1	0	0	1	0	0	0
11	1	0	1	1	3	0	0	1	1	33	0	0	1	0	0	0	0	1
14	1	1	1	0	12	1	1	0	0	168	1	0	1	0	1	0	0	0
13	1	1	0	1	14	1	1	1	0	182	1	0	1	1	0	1	1	0
15	1	1	1	1	15	1	1	1	1	225	1	1	1	0	0	0	0	1

Schematic Diagram (Before Synthesis)

