

T.R. GEBZE TECHNICAL UNIVERSITY FACULTY of ENGINEERING DEPARTMENT of COMPUTER ENGINEERING

2-bit CARRY RIPPLE ADDER

CSE 436/536 DIGITAL INTEGRATED CIRCUITS ASSIGNMENT 4 REPORT

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LECTURER
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TEACHING ASSISTANT

KOCAELİ, 2020

1.DESCRIPTION

Due Date 21/12/2020 17:00

- ✓ In this assignment, using Magic Layout Tool and the 0.25um cell library you designed in your previous assignment; you will design a two bit carry ripple adder.
- ✓ Then you will verify its functionality using Spice Tool.
- ✓ Use as few Metal layers as possible.
- ✓ It is a competition; thus the smallest area working design will be the winner.
- ✓ Find the worst delay (critical) path in your design and measure its delay using Spice transient analysis.
- ✓ Prepare a report as a manual for your library. In the report:
 - 1. Show the stick diagram for the 2-bit adder.
 - 2. Put a magic layout pic of your design.
 - 3. Report width and height of your design in lambdas.
 - 4. Report the critical path and its worst case delay.
 - 5. Put the Spice simulation plots showing the functionality of your design.
- ✓ Put your report, your magic layouts (.mag files), your spice extracted circuit decks (.cir files) into a zip file. Name your zip file as:

 $StudentName_StudentSurname_StudentId_Assignment4.zip$

2.WHAT DID I DO?

✓ I wrote boolean equations, designed circuit, drew stick diagram, calculate critical path, but I could not do them in magic layout, if I have time, I will do it similar with stick diagram. I may realize all gates with nand gate, and I may use hierarchical layout feature of magic, I worked "getcell, load, array, flush (tut4)", I know how I will do this, also I changed my gates to use them properly in my design, but I could not complete my homework on time, I was very bad situation for me, I was full this week.

3.WHAT DID NOT I DO?

✓ I could not complete my homework on time, magic layout is missed.

2-bit Carry Ripple Adder Boolean Equations :

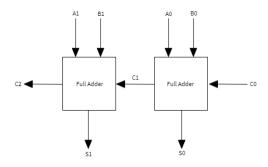
Designed with 2 "1-bit Full Adder"

Full Adder Boolean Equations :

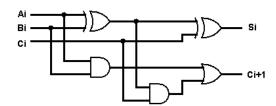
 $S_i = A_i \oplus B_i \oplus C_i$

 $C_{i+1} = (A_i . B_i) + C_i . (A_i \oplus B_i)$

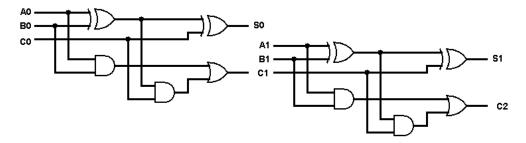
2-bit Carry Ripple Adder Design with Full Adders :



Full Adder Design with Logic Gates:



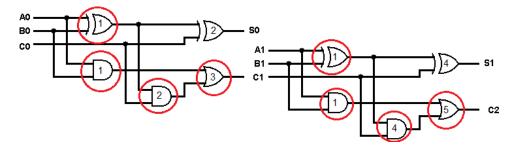
2-bit Carry Ripple Adder Design with Logic Gates:



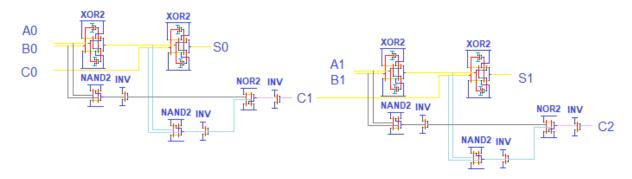
Critical Path is Marked:

Computation of C2, last Cout, is critical path.

It takes [$(max(t_{xor},t_{and}) = t_{xor}) + t_{and} + t_{or} + t_{and} + t_{or}$] times delay.



2-bit Carry Ripple Adder Stick Diagram (would be something like this):



Then, Critical Path would be so in our Layout :

- √ Nand2+Inv instead of And gate
- ✓ Nor2+Inv instead of Or gate

It takes [$(max(t_{xor},t_{nand}+t_{inv})=t_{xor})+t_{nand}+t_{inv}+t_{nor}+t_{inv}+t_{nand}+t_{inv}+t_{nor}+t_{inv}$] times delay.

Its worst case delay realize on this situation: A0:1 A1:1 B0:1 B1:1

(Our 2-bit numbers are 11 and 11, and addition overflows, and C2 calculation time reaches max time, it is worst case delay.)

END OF THE REPORT

UPDATED: Dec 21, 2020 Monday 15:30

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