30 Days of RTL Coding

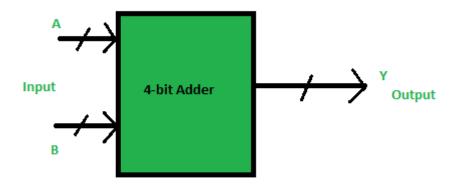
-By T Tushar Shenoy

Day 12

Problem Statement: Implementing a one Digit BCD Adder using structural Style.

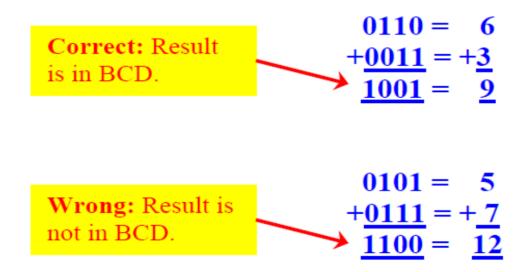
Theory:

BCD stands for binary coded decimal. It is used to perform the addition of BCD numbers. A BCD digit can have any of ten possible four-bit representations. Suppose, we have two 4-bit numbers A and B. The value of A and B can vary from 0(0000 in binary) to 9(1001 in binary) because we are considering decimal numbers.



The output will vary from 0 to 18 if we are not considering the carry from the previous sum. But if we are considering the carry, then the maximum value of output will be 19 (i.e. 9+9+1=19). When we are simply adding A and B, then we get the binary sum. Here, to get the output in BCD form, we will use BCD Adder.

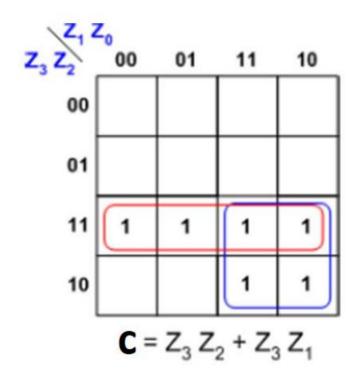
One digit BCD adder example



One digit BCD Adder

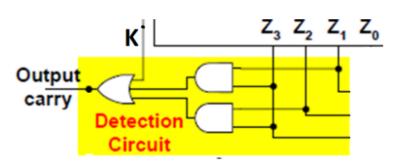
	Binary Sum						Decima				
	K	Z ₃	Z ₂	z_1	Z ₀	c	53	S ₂	s ₁	50	
	0	0	0	0	0	0	0	0	0	0	0
)-15 ¬	0	0	0	0	1	0	0	0	0	1	1
	0	0	0	1	0	0	0	0	1	0	2
	0	0	0	1	1	0	0	0	1	1	3
	0	0	1	0	0	0	0	1	0	0	4
	0	0	1	0	1	0	0	1	0	1	5
	0	0	1	1	0	0	0	1	1	0	6
	0	0	1	1	1	0	0	1	1	1	7
	0	1	0	0	0	0	1	0	0	0	8
	0	1	0	0	1	0	1	0	0	1	9
	0	1	0	1	0	1	0	0	0	0	10
	0	1	0	1	1	1	0	0	0	1	11
	0	1	1	0	0	1	0	0	1	0	12
	0	1	1	0	1	1	0	0	1	1	13
	0	1	1	1	0	1	0	1	0	0	14
15	0	1	1	1	1	1	0	1	0	1	15
	1	0	0	0	0	1	0	1	1	0	16
	1	0	0	0	1	1	0	1	1	1	17
	1	0	0	1	0	1	1	0	0	0	18
	1	0	0	1	1	1	1	0	0	1	19

Design of Correction Logic



- Solve for C using 4 variable K-Map for (0-15) entries of input variables (Z₃ Z₂ Z₁ Z₀)
- We get $C = Z_3 Z_{2+} Z_3 Z_1$
- Combining the binary carry out (K) and greater than '9' condition, the BCD correction logic produces the logic

Correction logic =
$$K + (Z_3 Z_2 + Z_3 Z_1)$$



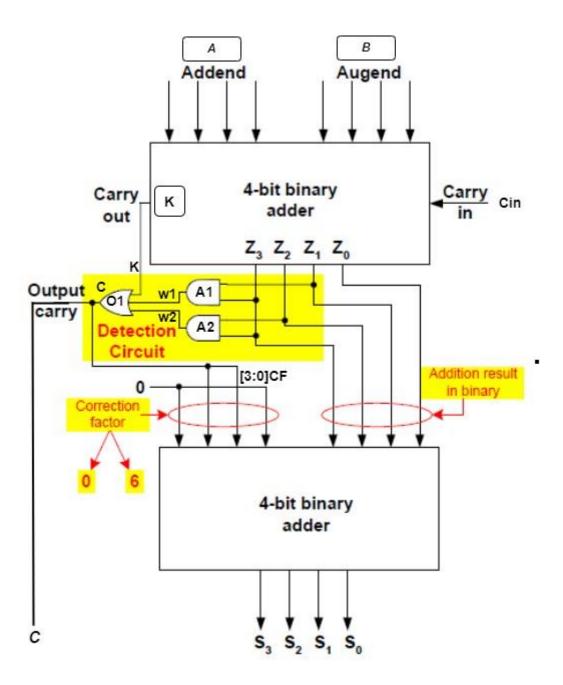


FIG: Block Diagram of one Digit BCD Adder

Verilog Code:

```
//Verilog Code for 1 Bit Full-adder
module full_adder_1bit(a,b,cin,sum,carry);
input a,b,cin;
output sum, carry;
assign sum=a^b^cin;
assign carry=(a&b)|(b&cin)|(a&cin);
endmodule
//Verilog Code for Parallel Adder/4 Bit Adder
module parallel_adder(A,B,Cin,S,Cout);
input [3:0]A,B;
input Cin;
output [3:0]S;
output Cout;
wire c0,c1,c2;
full_adder_1bit F0(A[0],B[0],Cin,S[0],c0);
full_adder_1bit F1(A[1],B[1],c0,S[1],c1);
full_adder_1bit F2(A[2],B[2],c1,S[2],c2);
full_adder_1bit F3(A[3],B[3],c2,S[3],Cout);
```

endmodule

```
//Verilog Code for One Digit BCD Adder
module one_digit_BCD_adder(A,B,Cin,S,C);
input [3:0]A,B;
input Cin;
output [3:0]S;
output C;
wire [3:0]Z;
wire K;
parallel_adder P1(.A(A),.B(B),.Cin(Cin),.S(Z),.Cout(K));
// Correction Logic for BCD Addition
wire w1,w2;
and A1(w1,Z[1],Z[3]);
and A2(w2,Z[2],Z[3]);
or O1(C, w1, w2, K);
wire [3:0]CF;
assign CF={1'b0,C,C,1'b0};
parallel_adder P2(.A(CF),.B(Z),.Cin(Cin),.S(S));
endmodule
```

Testbench Code:

```
//Verilog Testbench Code for one digit BCD Adder
module one_digit_BCD_adder_tb();
reg [3:0]A,B;
reg Cin;
wire [3:0]S;
wire C;
one_digit_BCD_adder dut(A,B,Cin,S,C);
initial begin
 A=4'b0000;B=4'b0000;Cin=0;
#5 A=4'b0001;B=4'b0001;
#5 A=4'b0010;B=4'b0010;
#5 A=4'b0011;B=4'b0011;
#5 A=4'b0100;B=4'b0100;
#5 A=4'b0101;B=4'b0101;
#5 A=4'b0110;B=4'b0110;
#5 A=4'b0111;B=4'b0111;
#5 A=4'b1000;B=4'b1000;
#5 A=4'b1001;B=4'b1001;
// Can Add More Cases
#5 $finish;
end
```

endmodule

Schematic:

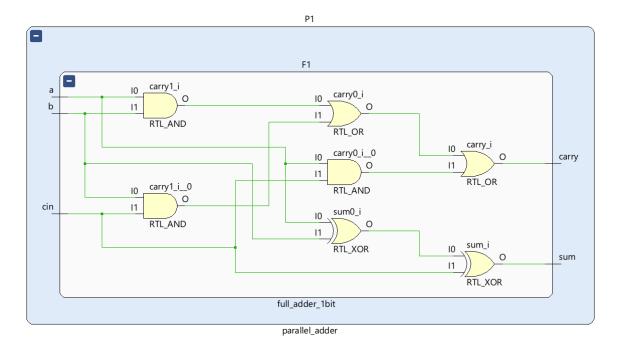


FIG: Full adder Schematic

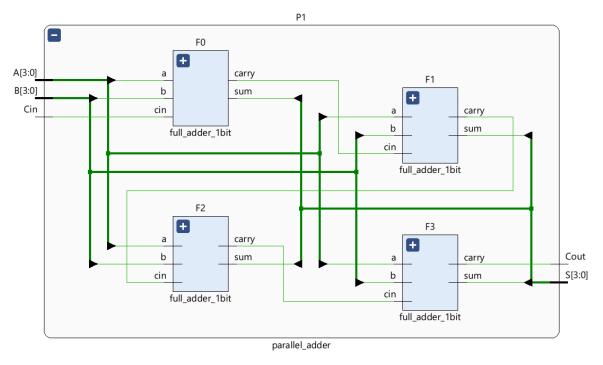


FIG: Parallel adder/Four Bit Adder Schematic

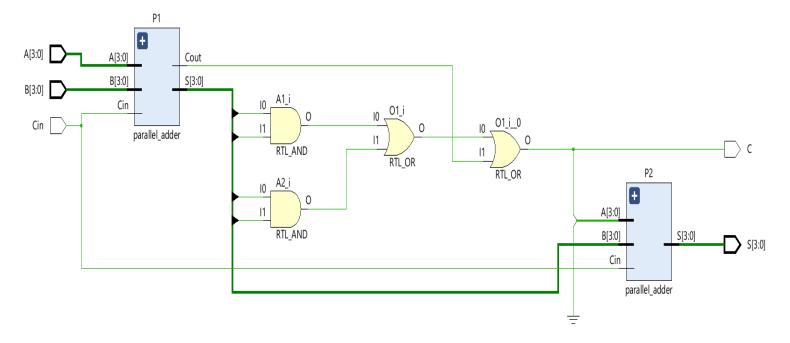


FIG: One Digit BCD Adder Schematic

Simulation Output:

		0.000 ns										
Name	Value	0.000 ns	5.000 ns	10.000 ns	15.000 ns	20.000 ns	25.000 ns	30.000 ns	35.000 ns	40.000 ns	45.000 ns	50.000 ns
> W A[3:0]	0000	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	
> ₩ B[3:0]	0000	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	
₩ Cin	0											
> ₩ S[3:0]	0000	0000	0010	0100	0110	1000	0000	0010	0100	0110	1000	
₩ C	0											

GitHub Repository URL: https://github.com/tusharshenoy/RTL-Day-12-One-Digit-BCD-Adder