

## CONTENT

1. 8-bit ALU.....	1
A. Inputs and outputs list .....	1
B. Names of inputs and outputs.....	1
2. Testing and Simulation.....	1
3. What to Turn In .....	3

In this part of the project, you will design an 8-bit ALU at RT level using Verilog, and test it using ModelSim Simulation. This ALU will be used as one of the components in the 8-bit microcontroller that you will design in the first course project.

### 1. 8-bit ALU

The 8-bit ALU has two 8-bit inputs, A[7:0] and B[7:0]. It supports 7 operations: addition, subtraction, NOR, shift left, shift right, load value, and reset value. It has two sets of 2-bit control signals, ALU\_sel and load\_shift. It has an 8-bit output: result[7:0], and two one bit outputs: carry (cout) and zero (zout). The output “cout” will be asserted when there is carry or borrow during the addition or subtraction. The output “zout” will be asserted when the result[7:0] is 0. The following table specifies the input/output and operations of the ALU.

#### A. Inputs and outputs list

The table for inputs and output is as followed. x means not-care

A[7:0]	B[7:0]	ALU_sel[1:0]	load_shift[1:0]	result[7:0]	Function
A[7:0]	B[7:0]	10	xx	A+B	ADD
A[7:0]	B[7:0]	11	xx	A-B	SUB
A[7:0]	B[7:0]	01	xx	A NOR B	NOR
A7 A6 ... A1 A0	x	00	11	0 A7 ... A2 A1	SHR
A7 A6 ... A1 A0	x	00	01	A6 A5 ... A0 0	SHL
A[7:0]	x	00	10	A	LD
x	x	00	00	0	RST

#### B. Names of inputs and outputs

The following is the names of inputs and outputs for ALU\_8bit. You MUST use these names in your design.

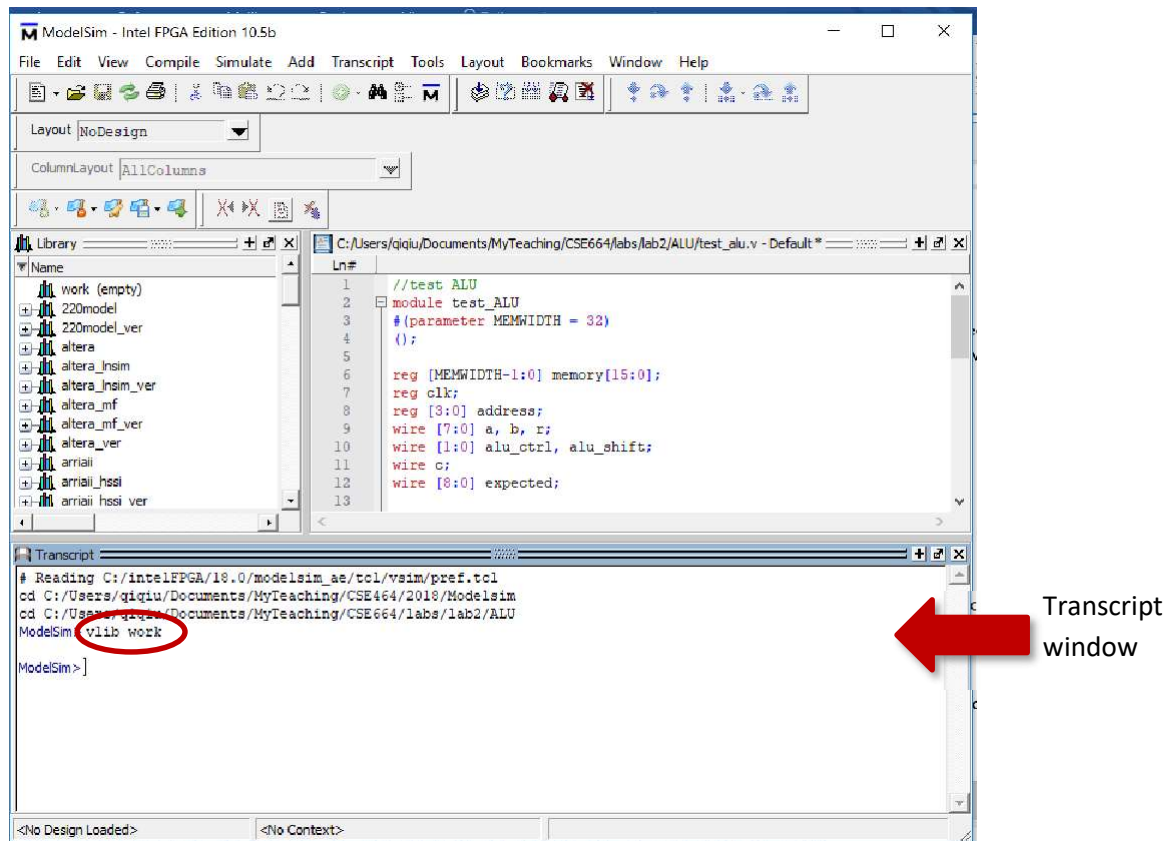
	Data Inputs		Control Inputs		Outputs		
name	A[7:0]	B[7:0]	ALU_sel[1:0]	load_shift[1:0]	result[7:0]	cout	zout

### 2. Testing and Simulation

Download the ALU.zip to your working directory. Unzip it and you will see a directory called ALU. There are three files in it: ALU.v, test\_alu.v and test\_alu.txt. ALU.v gives an empty design of ALU module, which you need

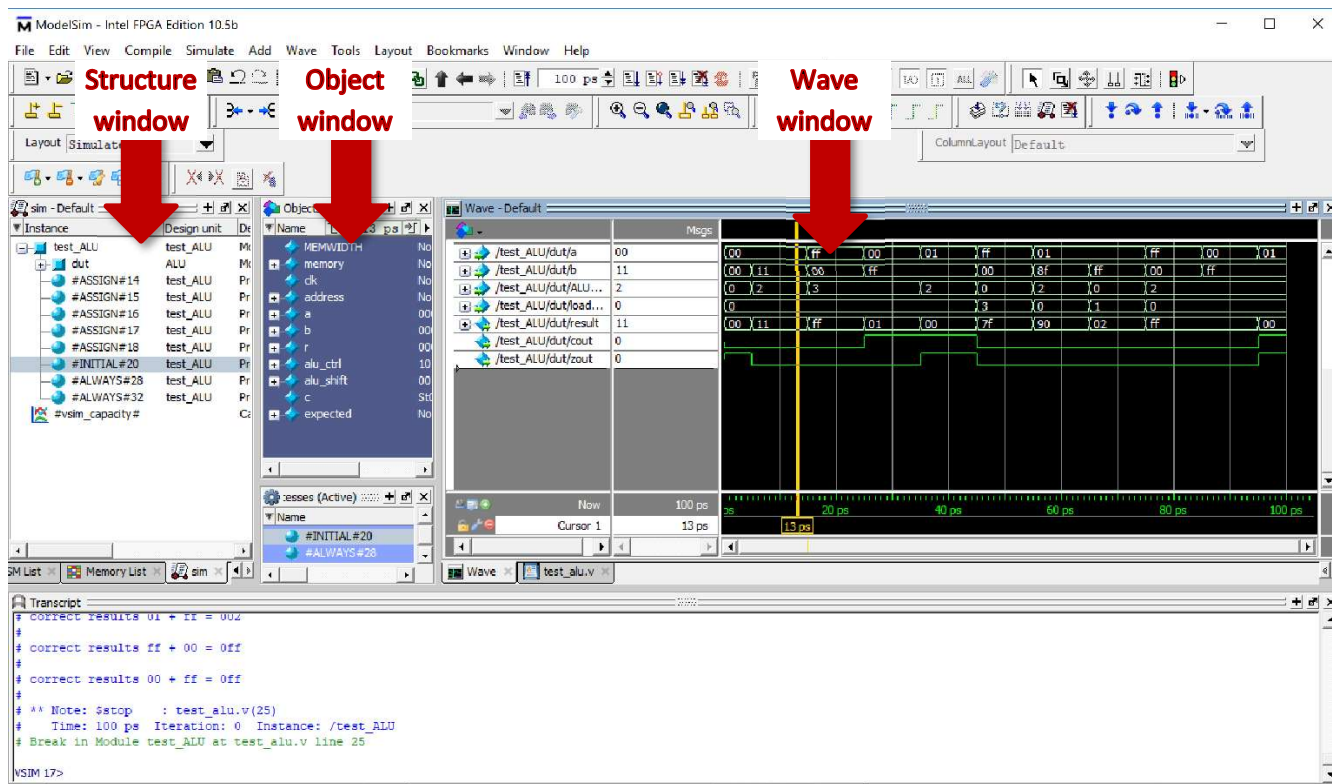
to complete. The file test\_alu.v gives the test bench for this module, and test\_alu.txt is the test vector that will be loaded into test\_alu.v.

Start ModelSim – Intel FPGA edition. Use **File > Change Directory** to change your working directory to your\_directory/ALU/. Open ALU.v and complete the design. Take a look of test\_alu.v. Do NOT change test\_alu.v.



In the transcript window, type in the command “vlib work”. This will create a work library in your current directory. Then type in the command: “vlog ALU.v”, “vlog test\_alu.v”. These commands compile the Verilog file. Finally type in the command: “vsim test\_ALU”, where test\_ALU is the top level module of the testbench, to start simulation. The structure window, object window, wave window will appear. Navigate down the structure of the design and drag signals that you want to monitor to the wave window one by one. Use **File > Save Format** to save the selected signal to wave.do. Next time when you re-open the ModelSim in the same directory, you only need to run “run wave.do” in the transcript window to reload all the selected signals.

CSE/ELE 664 – Intro. To SoC Design, Fall 2021  
Project part1 – 8-bit ALU Design



Run the simulation by typing “run 100”, and observe the display for any possible errors.

### 3. What to Turn In

Complete alu.v.

Modify the test\_alu.v and test\_alu.txt to achieve the following:

1. Add test vectors to test all functions, including NOR, SHR, SHL, LD
2. Make zout and cout both high at time 51 ps;
3. Make zout low and cout high at time 101 ps;
4. Make zout high and cout low at time 151 ps;
5. Test an addition at time 31 ps followed by a shift left.
6. Test an subtraction at time 81 ps followed by a NOR.

Hand in all three files: alu.v, test\_alu.v and test\_alu.txt. No report is needed.