4 bit Signed ALU

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library IEEE;
use IEEE.STD LOGIC 1164.all;
use IEEE.NUMERIC STD.all;
entity ALU4 is
    port(operation: in std logic vector(2 downto 0);
         operand0 : in std logic vector(3 downto 0);
         operand1 : in std logic vector(3 downto 0);
         result : out std logic vector(3 downto 0);
         multHi : out std logic vector(3 downto 0));
end ALU4;
architecture Behavioral of ALU4 is
  signal s result : std logic vector(3 downto 0);
  signal s multRes : std logic vector(7 downto 0);
begin
  process(operation, operand0, operand1)
 begin
    case operation is
        when "000" =>
            s result <= std logic vector(signed(operand0) +</pre>
unsigned(operand1));
        when "001" =>
            s result <= std logic vector(signed(operand0) -
unsigned(operand1));
        when "011" =>
            s result <= std logic vector(signed(operand0) /
unsigned(operand1));
        when "100" =>
            s result <= std logic vector(signed(operand0) rem
unsigned (operand1));
        when "101" =>
            s result <= operand0 and operand1;</pre>
        when "110" =>
            s result <= operand0 or operand1;</pre>
        when others =>
            s result <= operand0 xor operand1;</pre>
    end case;
  end process;
  s multRes <= std logic vector(signed(operand0) * signed(operand1));
  result <= s multRes(3 downto 0) when (operation = "010") else s result;
 multHi <= s multRes(7 downto 4) when (operation = "010") else "0000";
end Behavioral;
```

OP CODES

ОР	
000	Addition
001	Subtraction
010	Unsigned multiplictaion
011	Unisgned division
100	Unsigned reminder
101	Bitwise AND
110	Bitwise OR
111	Bitwise XOR

2's complement interpretation

Example Simulation

