

DESIGN AND SIMULATION OF AN 8-BIT ALU

Objective:


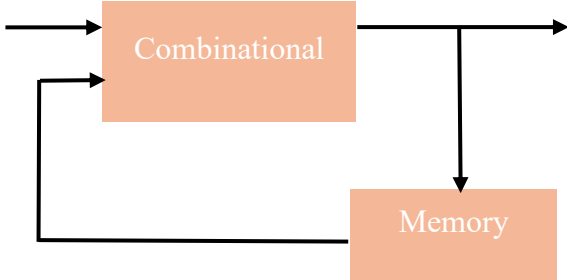
To design and verify a 8-bit Arithmetic Logic Unit (ALU) implementing basic arithmetic and logical operations using Verilog HDL.

Software used:

Visual Studio Code, Icarus Verilog and GTKWave.

Methodology:

The ALU was modeled using combinational logic in Verilog. A testbench was developed to check the functionality of the main code. Functional verification was performed using iVerilog and GTKWave.

Combinational	Sequential
Output only depends on the present input.	Output depends on the present input and past output.
Memory element is absent.	Memory element is present.
No clock signal is applied.	Clock signal is required.
	
Example: Half adder, Full adder, Multiplexer	Example: Flipflops, Counters, Registers

Operations:

Opcode	Operation
000	A + B (Addition)
001	A - B (Subtraction)
010	A & B (AND)
011	A B (OR)
100	A ^ B (XOR)
101	~A (NOT)
110	A<<1 (Logical left Shift)
111	A>>1(Logical Right Shift)

Verilog Code:

```
module alu (  
    input [7:0] A,  
    input [7:0] B,  
    input [2:0] opcode,  
    output reg [7:0] result,  
    output reg carry,  
    output reg zero  
);  
always @(*) begin  
    carry = 0;  
    case (opcode)  
        3'b000: {carry, result} = A + B;    // ADD  
        3'b001: {carry, result} = A - B;    // SUB  
        3'b010: result = A & B;             // AND  
        3'b011: result = A | B;             // OR  
        3'b100: result = A ^ B;             // XOR  
        3'b101: result = ~A;                // NOT  
        3'b110: result = A << 1;           // LSHIFT
```

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        3'b111: result = A >> 1;          // RSHIFT
        default: result = 8'b0;

    endcase

    zero = (result == 0);

end

endmodule

```

Test bench:

```

module alu_tb;

reg [7:0] A, B;
reg [2:0] opcode;
wire [7:0] result;
wire carry, zero;

alu uut (
    .A(A),
    .B(B),
    .opcode(opcode),
    .result(result),
    .carry(carry),
    .zero(zero)
);

initial begin

    $dumpfile("alu.vcd");
    $dumpvars(0, alu_tb);

    A = 8'd10; B = 8'd5;
    opcode = 3'b000; #10; // ADD
    opcode = 3'b001; #10; // SUB

```

```

opcode = 3'b010; #10; // AND
opcode = 3'b011; #10; // OR
opcode = 3'b100; #10; // XOR
opcode = 3'b101; #10; // NOT
opcode = 3'b110; #10; // LSHIFT
opcode = 3'b111; #10; // RSHIFT
$finish;

```

end

endmodule

Expected outcome:

Opcode	Operation	A	B	Expected Result (R)
000	A + B	10	5	15
001	A - B	10	5	5
010	A & B	10	5	0
011	A B	10	5	15
100	A ^ B	10	5	15
101	~A	10	-	5
110	A << 1	10	-	20
111	A >> 1	10	-	5

Calculations:

In decimal, A = 8'd10; B = 8'd5

In binary, A = 4'b1010; B = 4'b0101

In hexadecimal, A = 0xA; B = 0x5

Addition:

In decimal, A + B = 10 + 5 = 8'd15

In hexadecimal, A + B = 0xA + 0x5 = 0xF

Subtraction:

In decimal, $A - B = 10 + 5 = 8'd5$

In hexadecimal, $A - B = 0xA + 0x5 = 0x5$

AND operation:

In binary,

$A = 1010$

$B = 0101$

$R = 0000$

In hexadecimal, $R = 0x0$

OR operation:

In binary,

$A = 1010$

$B = 0101$

$R = 1111$

In hexadecimal, $R = 0xF$

XOR operation:

In binary,

$A = 1010$

$B = 0101$

$R = 1111$

In hexadecimal, $R = 0xF$

NOT operation:

In binary,

$A = 1010$

$\sim A = R = 0101$

In hexadecimal, $R = 0x5$

Left Shift by 1-bit:

In binary,

A = 0000 1010

R = 0001 0100

In hexadecimal, R = 0x14

Right Shift by 1-bit:

In binary,

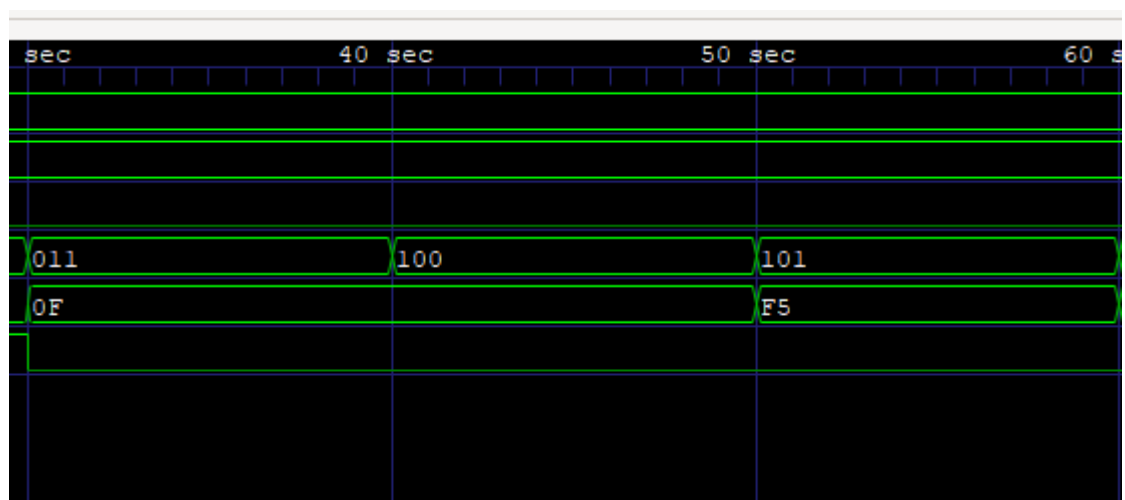
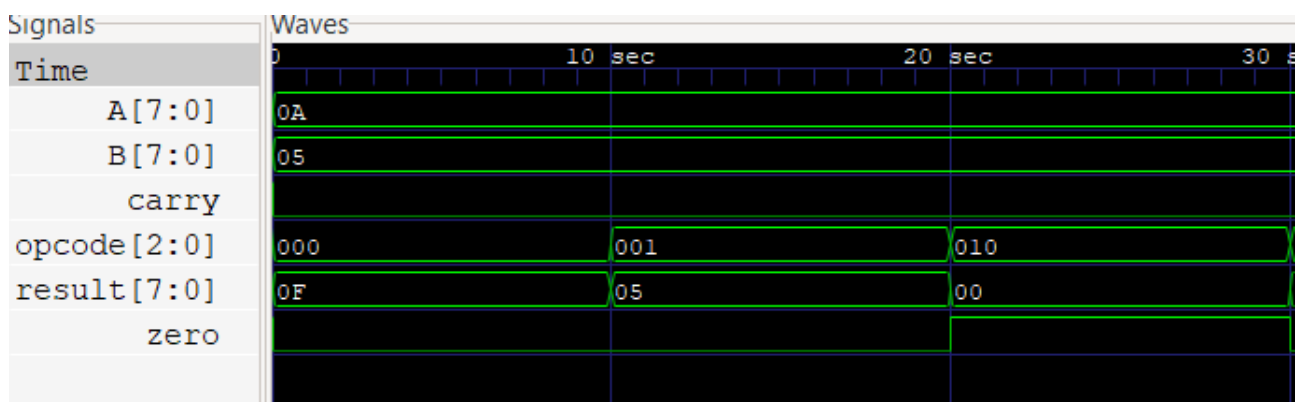
A = 0000 1010

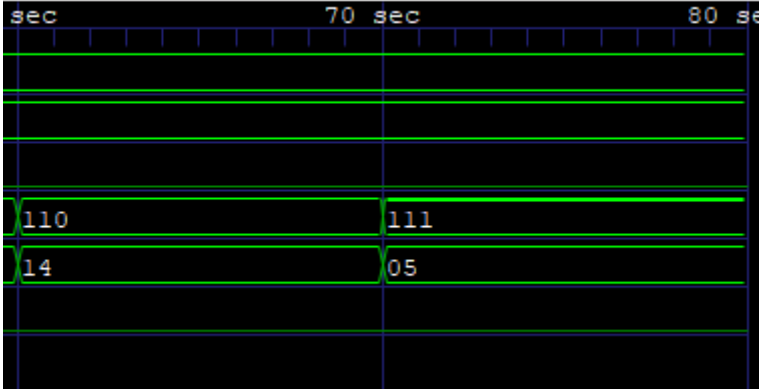
R = 0000 0101

In hexadecimal, R = 0x5

Results:

Simulation waveforms confirmed correct execution of all operations including arithmetic, logical, and shift functions. Zero and carry flags behaved as expected.



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