Cairo University
Faculty of Engineering
Computer Engineering

Computer Architecture Lab 1

You are required to design a 16-bit ALU that accepts a 2 16-bit input values "A" and "B" and provides a 16-bit output "F" and a 1-bit output Cout. The ALU has 4-bit selection inputs "S" (S0->S3) and Cin input. The ALU will provide 16 operations according to the following table:

| | S3 | S2 | S1 | S0 | | | | |
|--------|-----------|----|-----------|----|---|--|--|--|
| | 0 | 0 | 0 | 0 | | | | |
| Part A | 0 | 0 | 0 | 1 | Next time | | | |
| | 0 | 0 | 1 | 0 | | | | |
| | 0 | 0 | 1 | 1 | | | | |
| | 0 | 1 | 0 | 0 | F = A or B, Cout = 0 | | | |
| Part B | 0 | 1 | 0 | 1 | F = A and B, Cout = 0 | | | |
| | 0 | 1 | 1 | 0 | F = A nor B, Cout = 0 | | | |
| | 0 | 1 | 1 | 1 | F = Not A, Cout = 0 | | | |
| | 1 | 0 | 0 | 0 | F = Logic shift left A, Cout = shifted bit | | | |
| Part C | 1 | 0 | 0 | 1 | F = Rotate left A, Cout = rotated bit | | | |
| | 1 | 0 | 1 | 0 | F = Rotate Left A with carry (cin), Cout = rotated bit | | | |
| | 1 | 0 | 1 | 1 | F = 0000, Cout = 0 | | | |
| | 1 | 1 | 0 | 0 | F = Logic shift right A, Cout = shifted bit | | | |
| Part D | 1 | 1 | 0 | 1 | F = Rotate right A, Cout = rotated bit | | | |
| | 1 | 1 | 1 | 0 | F = Rotate right A with carry (cin), Cout = rotated bit | | | |
| | 1 | 1 | 1 | 1 | F = Arithmetic Shift A | | | |

Requirement:

- 1- Implement part C
- 2- Compile your code without any errors or warning
- 3- Simulate the code with the given inputs below
- 4- Save the do files to submit
- 5- Write a testbench to test the code you implemented

| Operation | А | В | Cin | F | Cout |
|----------------------|------|---|-----|------|------|
| Logic shift left | A00A | - | - | 4014 | 1 |
| Logic shift left | 000A | - | - | 0014 | 0 |
| Rotate left | B00C | - | - | 6019 | 1 |
| Rotate left | 000C | - | - | 0018 | 0 |
| Rotate left with cin | A00A | - | 0 | 4014 | 1 |
| Rotate left with cin | A00A | - | 1 | 4015 | 1 |
| F=0000 | A00A | - | - | 0000 | 0 |

Assignment:

- 1- Implement part B and part D each one in a separate file
- 2- Compile your code without any errors or warning
- 3- Create a new component to integrate part B,C,D using a multiplexer
- 4- Write a testbench to test the code you implemented using the testcases in the table below where S = 01 chooses part B, S = 10 chooses part C, S = 11 chooses part D.

| Operation | Α | В | Cin | F | Cout |
|-----------|------|------|-----|------|------|
| OR | F000 | 00B0 | - | F0B0 | 0 |
| AND | F000 | 000B | - | 0000 | 0 |
| NOR | F000 | B000 | - | 0FFF | 0 |
| NOT | F000 | - | - | OFFF | 0 |

| Operation | Α | В | Cin | F | Cout |
|----------------------|------|---|-----|------|------|
| Logic shift left | A00A | - | - | 4014 | 1 |
| Rotate left | B00C | - | - | 6019 | 1 |
| Rotate left with cin | A00A | - | 0 | 4014 | 1 |
| F=0000 | A00A | - | - | 0000 | 0 |

| Operation | А | В | Cin | F | Cout |
|------------------------|------|---|-----|------|------|
| Logic shift right | 000F | - | - | 0007 | 1 |
| Rotate right | OFOF | - | - | 8787 | 1 |
| Rotate right with cin | 0F0F | - | 0 | 0787 | 1 |
| Arithmetic shift right | F000 | - | - | F800 | 0 |
| Logic shift left | 000A | - | - | 0014 | 0 |
| Rotate left | 000C | - | - | 0018 | 0 |
| Rotate left with cin | A00A | - | 1 | 4015 | 1 |
| Rotate right with cin | 0F00 | - | 1 | 8780 | 0 |