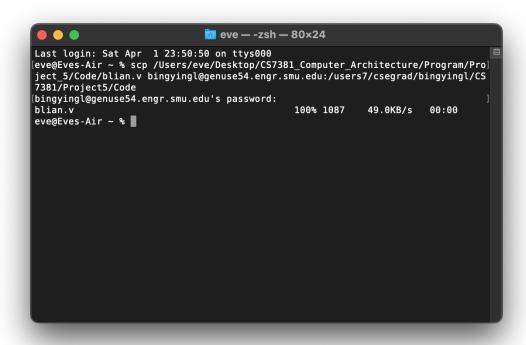
CS7381 Project 5: Verilog Code Development – MIPS ALU Design

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In the previous project (Project 4), you were introduced to the Verilog code development using the Cadence Xcelium tool. Next, we will use Verilog to modify the basic MIPS ALU of Project 4 and simulate this modification. **NOTE: for additional Verilog resources, please see my web link**

1. Create a copy of the S23_MIPS_ALU_basic.v file from Project 4. Similar to the MARS assignment, name your file using the first initial of your first name and the first 4 letters of your last name. For example, my ALU file name would be **tmani.v**.



2. **Add** the following functions to the ALU:

- (a) Function code 0 to implement bitwise AND: A and B
- (b) Function code 2 to implement ADD (A + B)
- (c) Function code 6 to implement SUB (A B)
- (d) Function code 12 to implement bitwise NOR (A nor B)
- (e) Function code 14 to implement bitwise XOR $(A \oplus B)$

```
😈 eve — ssh -Y bingyingl@genuse54.smu.edu — 89×38
    S23_MIPS_ALU_basic.v
    T. Manikas
                       basic ALU (Arithmetic-Logic Unit) for MIPS processor
 timescale 1ns / 1ps
module MIPSALU (ALUctl, A, B, ALUOut, Zero);

input [3:0] ALUctl;  // Al

input [31:0] A, B;  // Al

output [31:0] ALUOut;  // ro

reg [31:0] ALUOut;
                                                           ero);
// ALU control signals
// ALU input values (operands)
// result of ALU operation
                                                           // ZERO flag
           output Zero;
                       // ZERO flag set if ALU result is 0
           assign Zero = (ALUOut==0);
                       // do if any change in ALUctl, A, B
           always @(ALUctl or A or B)
                case (ALUctl)
                        1: ALUOut <= A | B;
7: ALUOut <= A < B ? 1 : 0;
0: ALUOut <= A & B;
                                                                        // bitwise OR
                                                                       // set if A < B

// A and B

// ADD (A+B)

// SUB (A-B)
                             ALUOut <= A + B;
ALUOut <= A - B;
                       12: ALUOut <= ~(A | B);
14: ALUOut <= A ^ B;
                                                                       // NOR (A nor B)
// XOR (A \oplus) B
                       default: ALUOut <= 0;</pre>
               endcase
           end
endmodule
                                                                                                          1,1
                                                                                                                                Тор
```

- 3. Please download the following Verilog file:
 - (a) S23_MIPS_ALU_soln_tb.v the testbench for testing your updated ALU

4. Test your modified ALU using this testbench

```
📷 eve — ssh -Y bingyingl@genuse54.smu.edu — 95×48
Loading native compiled code: Design hierarchy summary:
                                     ..... Done
                             Instances Unique
              Modules:
              Registers:
Scalar wires:
              Vectored wires:
Always blocks:
Initial blocks:
              Cont. assignments:
              Pseudo assignments:
              Simulation timescale: 1ps
       Writing initial simulation snapshot: worklib.test_alu:v
Simulation complete via $finish(1) at time 128 NS + 0 ./S23_MIPS_ALU_soln_tb.v:57 #finishtime $finish;
xcelium> exit
TOOL: xmverilog 21.09-s002
bingyingl@genuse54.engr.smu.edu$
                     21.09-s002: Exiting on Apr 02, 2023 at 00:13:35 CDT (total: 00:00:02)
```

Compare the the result with testbench annotation, they are the same.

```
🔟 eve — ssh -Y bingyingl@genuse54.smu.edu — 91×63
  S23_MIPS_ALU_soln_tb.v
  T. Manikas 2022 Dec 27
  testbench for S23 MIPS ALU soln
timescale 1ns / 1ps
module test_alu;
     parameter finishtime = 100;
        reg [3:0] ALUctl;
reg [31:0] A, B;
wire [31:0] ALUOut;
wire Zero;
         MIPSALU ul(ALUctl, A, B, ALUOut, Zero);
         initial
         begin
ALUctl = 4'h0;
                                    // start with AND function
                                               // A = 0, B = 0
            A = 32'h0;
B = 32'h0;
         initial
        begin

#2 A = 32'hC; B = 32'h4;

#2 A = 32'hF; B = 32'h6;
                                               // C and 4 = 4
// F and 6 = 6
            // OR function
#2 ALUctl = 4'h1;
#2 A = 32'hC; B = 32'h4;
                                                // F or 6 = F
// C or 4 = C
            // ADD function
#2 ALUctl = 4'h2;
#2 A = 32'h1;
                                                // C + 4 = 0010
// 1 + 4 = 5
            // SUB function
#2 ALUctl = 4'h6;
                                                // 1 - 4 = FFFF FFFD
// F - 4 = B
            // NOR function
#2 ALUctl = 4'hC;
#2 A = 32'hFFFF;
                                               // NOR(2,4) = FFFF FFF9
// NOR(FFFF,4) = FFFF 0000
            // XOR function
#2 ALUctl = 4'hE;
#2 B = 32'h0000;
                                         // XOR(FFFF,4) = 0000 FFFB
// XOR(FFFF,0000) = 0000 FFFF
          #finishtime $finish;
         end
         1,1
                                                                                                          Top
```

5. Please include the following for your homework submission:

(a) Your modified MIPS ALU Verilog file – submit the actual *.v file so that the grader can run it.



(b) Your testbench results – this can be a copy of the results in a Word document.

I save the result in the document as blian.log

(c) PLEASE MAKE SURE THAT YOUR NAME APPEARS ON ALL SUBMITTED ITEMS FOR PROPER CREDIT