```
ALU instantiates all computational units and selects the desired result based on a
 2
     respective control signal.
 3
 4
5
6
        DESIGN DECISION:
        We chose to *vectorize* the control signals for design clarity. Therefore, signals like 'add', 'sub', etc. are grouped as ALUopp, which is one-hot
9
        We use the following const. definitions to refer to each control signal under an
     indexable framework.
10
11
12
     `define ADD 0
13
      define SUB 1
14
      define NEG 2
15
16
17
      define MUL 3
      define DIV 4
      define AND 5
18
      define OR
19
      define ROR 7
20
21
      define ROL 8
      define SLL
22
      define SRA 10
23
24
25
26
27
28
      define SRL 11
      define NOT 12
      define INC 13
     module ALU (
        input [31:0] x, y,
input [15:0] ALUopp,
input clk, // for division algorithm
29
30
31
32
         output reg [63:0] Z
33
34
35
        //----- ADD/SUB/NEG/INC -----//
36
37
        wire [31:0] adder_operand1, adder_operand2, input_to_XOR;
38
39
        assign input_to_XOR = (ALUopp[`NEG]) ? x : y;
40
        41
42
43
        assign adder_operand2 = input_to_XOR ^ {32{ALUopp[`SUB] | ALUopp[`NEG]}};
44
45
        wire [31:0] adder_result:
46
47
        // 32-bit CLA instance that covers all four instructions through careful selection of
     operands.
48
        adder_32b add (.x(adder_operand1), .y(adder_operand2), .cin(ALUopp[`SUB] | ALUopp[`NEG]),
       .s(adder_result), .cout());
49
50
        //----//
51
52
        wire [63:0] mult_result;
53
        multiplier_32b mul (.M(x), .Q(y), .result(mult_result));
54
        //----//
55
56
     wire [63:0] div_result; DIV divider(.Q(x), .M(y), .clk(clk), .resetn(ALUopp[`DIV]), .quotient(div_result[31:0]), .remainder(div_result[63:32]));
57
58
59
60
        // Choose ALU Operation of interest
61
        always @(*) begin
62
63
            if (ALUopp[`ADD] | ALUopp[`SUB] | ALUopp[`NEG] | ALUopp[`INC])
64
               Z = adder_result;
            else if (ALUopp[`MUL])
  Z = mult_result;
65
66
            else if (ALUopp[`DIV])
67
               Z = div_result; // TO BE UPDATED
68
```

```
else if (ALUopp[`AND])
 70
                     Z = x \& y;
 71
                 else if (ALUopp[`OR])
 72
                     Z = x \mid y;
                73
 75
                Z = {x[30:0], x[31]};
else if (ALUOpp[`SLL])
 76
 77
                Z = \{x[30:0], 1'b0\};
else if (ALUopp[SRA])
 78
 79
                Z = {x[31], x[31:1]};
else if (ALUopp[`SRL])
   Z = {1'b0, x[31:1]};
else if (ALUopp[`NOT])
 80
 81
 82
 83
 84
                     Z = \sim x;
 85
                 else
 86
                     z = 64'b0;
 87
            end
 88
        endmodule
 89
 90
 91
        `timescale 1ns / 1ps
 92
 93
        module ALU_tb;
 94
             reg [31:0] x, y;
reg [15:0] ALUopp;
 95
 96
 97
              reg clk;
 98
 99
             wire [63:0] Z;
100
101
             ALU dut (x, y, ALUopp, clk, Z);
102
103
              initial begin
104
                c1k \ll 0;
105
                 forever #(5) clk <= ~clk;</pre>
106
107
108
              // Task to test a single operation
109
              task test_op(input [1\overline{5}:0] op, input [31:0] a, input [31:0] b);
110
                   begin
111
                         ALUopp = op;
112
                         x = a;
113
                         y = b;
114
                         #10; // Wait for operation to complete
115
                   end
116
              endtask
117
118
              // Test procedure
              initial begin
119
120
                                     ADD, 32'd10, 32'd5);
SUB, 32'd15, 32'd5);
NEG, 32'd7, 32'd0);
MUL, 32'd4, 32'd3);
DIV, 32'd20, 32'd5);
                   test_op(1 << test_op(1 <<
121
                                                                        // ADD: 10 + 5 = 15
                                                                        // SUB: 15
                                                                                          5 = 10
122
                                                                        // NEG: -7
                   test_op(1 <<
123
                                                                        // MUL: 4 * 3 = 12
124
                   test_op(1 <<
                                                                        // DIV: 20 / 5 = 4
125
                   test_op(1 <<
126
                   #340;
                   test_op(1 << `AND, 32'hF0F0F0F0, 32'h0F0F0F0F); // AND
test_op(1 << `OR, 32'hF0F0F0F0, 32'h0F0F0F0F); // OR
127
128
                                              32'h80000001, 0); // Rotate Right
32'h40000000, 0); // Rotate Left
32'h00000001, 2); // Shift Left Logical
32'h80000000, 2); // Shift Right Arithmetic
                                       ROR,
129
                   test_op(1 <<
                   test_op(1 << test_op(1 <<
                                       ROL,
130
                                      `SLL,
131
                                      `SRA,
                   test_op(1 <<
132
                                              32'h80000000, 2);
                                      `SRL,
                                                                       // Shift Right Logical
                   test_op(1 <<
133
                   test_op(1 << `NOT, 32'hAAAAAAA, 0);
134
135
                   $stop;
136
             end
        endmodule
137
138
```