```
1
         Non-restoring 32-bit division with quotient placed in Z[31:0] and remainder places in
 2
      z[63:32].
 3
         Operations takes 32 cycles to complete.
 4
5
6
7
8
9
10
     module DIV(
           input [31:0] Q, // Dividend
           input [31:0] M, // Divisor
           input clk, resetn,
11
          output [31:0] quotient,
output [31:0] remainder
12
13
14
15
     );
16
         reg [63:0] AQ_reg;
         integer count;
17
18
         wire [31:0] M_signed = (M[31]) ? -M : M;
19
20
         always @(posedge clk) begin
21
22
23
24
25
26
27
28
30
31
33
33
34
35
37
             if (~resetn) begin
                 AQ_reg = 64'b0;
                count = 0;
             end
             else if (count == 0) begin
                count = count + 1;
                AQ_{reg} = \{32'b0, Q\};
             end
             else if (count >= 1 && count <= 32) begin
38
39
                 count = count + 1;
40
41
42
                AQ_reg = AQ_reg << 1;
43
44
45
46
47
48
49
50
51
52
53
54
55
57
                 if (AQ_reg[63] == 1'b0) begin
                    AQ_{reg}[63:32] = AQ_{reg}[63:32] - M_{signed};
                 end
                 else begin
                    AQ_{reg}[63:32] = AQ_{reg}[63:32] + M_{signed};
                 end
                AQ_{reg}[0] = (AQ_{reg}[63] == 1'b0) ? 1'b1 : 1'b0;
             end
58
59
             else if (AQ_reg[63] == 1) begin
60
                AQ_{reg}[63:32] = AQ_{reg}[63:32] + M_{signed};
62
63
             end
64
65
         end
66
67
68
69
70
         assign quotient = (M[31])? -AQ_reg[31:0] : AQ_reg[31:0];
71
         assign remainder = AQ_reg[63:32];
72
73
      endmodule
```

```
75
       module DIV_tb;
 76
 77
            // Declare inputs as reg type
            reg [31:0] Q;
reg [31:0] M;
 78
 79
 80
            reg clk, resetn;
 81
 82
            // Declare outputs as wire type
            wire [31:0] quotient;
 83
 84
            wire [31:0] remainder;
 85
 86
             // Instantiate the DIV module
            DIV uut (
 87
 88
                  Q(Q),
 89
                  M(M)
 90
                  .clk(clk),
 91
                  .resetn(resetn),
 92
                  .quotient(quotient);
 93
                  .remainder(remainder)
 94
            );
 95
            // Clock generation
always begin
    clk = 0;
 96
 97
 98
 99
                 forever #5 clk = ~clk;
100
            end
101
102
           initial begin
103
104
               resetn = 0;
105
106
               @ (posedge clk)
107
               resetn = 1;
Q = 32'd38;
M = 32'd6;
108
109
110
111
112
               #340;
113
114
               @ (posedge clk)
115
116
               resetn = 0;
117
118
               @ (posedge clk)
119
120
               resetn = 1;
               Q = 32'd100;

M = 32'd25;
121
122
123
               #340:
124
125
               @ (posedge clk)
126
127
               resetn = 0;
128
129
               @ (posedge clk)
130
               resetn = 1;
Q = {0,{31{1'b1}}};
M = {0,{31{1'b1}}};
131
132
133
134
               #340;
135
136
               @ (posedge clk)
137
138
               resetn = 0;
139
140
               @ (posedge clk)
141
               resetn = 1;
Q = {0,{31{1'b1}}};
M = 32'b1;
142
143
144
               #340;
145
146
               @ (posedge clk)
147
```

```
148
149
150
151
152
153
                          resetn = 0;
                          @ (posedge clk)
                          resetn = 1;
Q = 32'b1;
M = 32'd50;
#340;
154
155
156
157
157
158
159
160
161
162
163
                          @ (posedge clk)
                          resetn = 0;
                          @ (posedge clk)
164
165
166
167
168
                          $stop;
                    end
             endmodule
169
170
171
172
173
174
175
176
177
178
179
180
181
182
183
184
185
186
```