

## CODING PROJECT – 1

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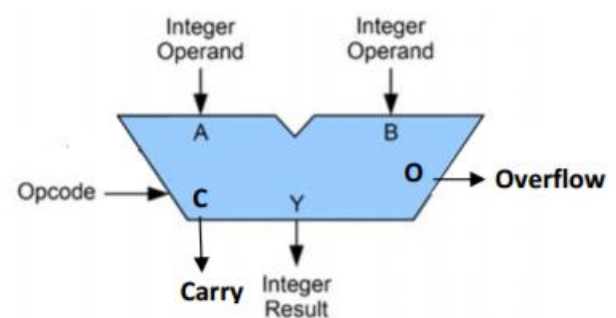
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### # Problem Statement :

Write the Verilog code (.v) of an 8-bit ALU that can execute following four different operations:

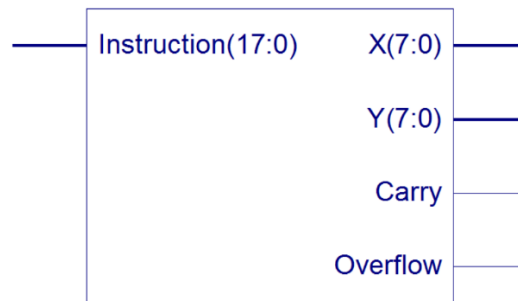
- a. Addition
- b. Multiplication
- c. AND
- d. XOR



**Fig.1: Arithmetic and Logic Unit (ALU)**

## Project Description ( 8Bit-ALU )

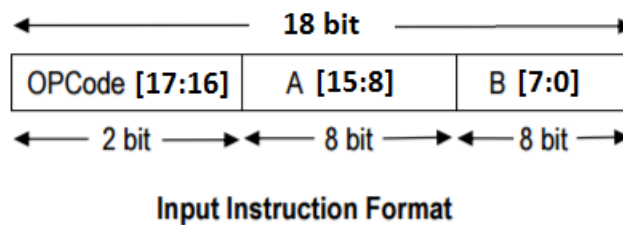
The project implements 8-Bit ALU with functionalities of ADDITION, MULTIPLICATION, AND & XOR.



Top level module is – **alu8bit.v** which implements sub modules as given:

- *addition\_module\_8bit.v*
  - *ripple\_carry\_adder.v*
- *multiplication\_module\_8bit.v*
- *and\_module\_8bit.v*
- *xor\_module\_8bit.v*
- *register\_file\_8bit.v*

**INPUT : 18 bit instruction**



**OUTPUT :**

- *X [8 bit]*
- *Y [8 bit]*
- *Carry*
- *Overflow*

**Note : REGISTER FILE (4registers x 8bit) has also been implemented in the project.**

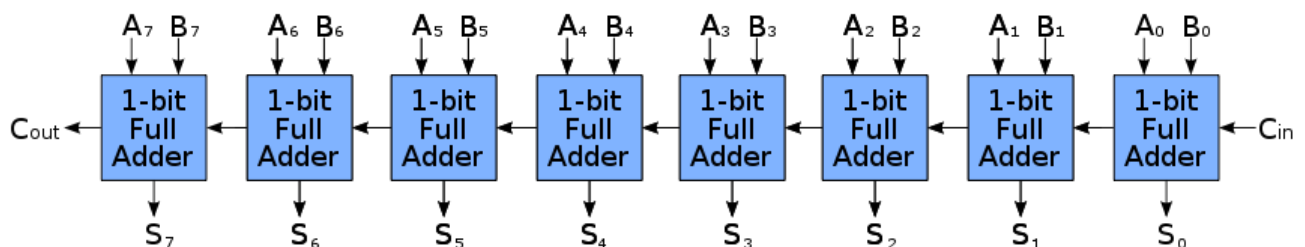
## ADDITION MODULE (addition\_module-8bit.v)

```
22 module addition_module_8bit(A, B, Cin, Sum, Carry, Overflow);
23     // Defining the inputs/outputs
24     input signed [07:0] A;
25     input signed [07:0] B;
26     input Cin;
27     output signed [07:0] Sum;
28     output Carry;
29     output Overflow;
30
31     // Temporary Variables
32     wire [7:0] X;
33     reg [7:0] Y;
34     wire carry1, carry2, carry3, carry4, carry5, carry6, carry7;
35
36     // Ripple_Carry_Adder - Module implementation
37     ripple_carry_adder rca0 (A[0], B[0], Cin, X[0], carry1);
38     ripple_carry_adder rca1 (A[1], B[1], carry1, X[1], carry2);
39     ripple_carry_adder rca2 (A[2], B[2], carry2, X[2], carry3);
40     ripple_carry_adder rca3 (A[3], B[3], carry3, X[3], carry4);
41     ripple_carry_adder rca4 (A[4], B[4], carry4, X[4], carry5);
42     ripple_carry_adder rca5 (A[5], B[5], carry5, X[5], carry6);
43     ripple_carry_adder rca6 (A[6], B[6], carry6, X[6], carry7);
44     ripple_carry_adder rca7 (A[7], B[7], carry7, X[7], Carry);
45
46     assign Overflow = Carry^carry7; //Overflow Condition
47
48     // Checking if 'Overflow' exists
49     always @ ( * ) begin
50         if (Overflow == 1)
51             Y = 8'b0;
52         else
53             Y = X;
54     end
55
56     assign Sum = Y;
```

As the comments are stated in the code, this module produces the addition of two 8bit operands A & B.

- **Carry** and **Overflow** flags have also been realized in this 8bit - FULL ADDER module.
- *Carry* bit is considered in case of UNSIGNED numbers.
- *Overflow* bit is considered for SIGNED numbers.
- Also, if the *overflow* bit is '1', the SUM is "zero".

➤ This 8bit FULL ADDER implements eight 1bit Ripple Carry Adders.



NOTE : This module works properly even with 'negative' numbers.

## MULTIPLICATION MODULE (multiplication\_module-8bit.v)

```
22 module multiplication_module_8bit(mc, mp, Y);
23     // Defining the inputs/outputs
24     input signed [07:0] mc;
25     input signed [07:0] mp;
26     output signed [015:0] Y;
27
28     // Variables
29     integer count;
30     reg [7:0] A, Q, M, Sum, Difference;
31     reg Q_1;
32     reg signed [015:0] Y;
33
34     always @ ( * ) begin
35         //Register the inputs
36         A = 8'b0;
37         M = mc;
38         Q = mp;
39         Q_1 = 1'b0;
40
41         // Booth's Algorithm
42         //*****
43         for(count=0; count<8; count=count+1)
44             begin
45                 Sum = A + M ;
46                 Difference = A + ~M + 1 ;
47                 case ({Q[0], Q_1})
48                     2'b00 : {A, Q, Q_1} = {A[7], A, Q};           // Case #1
49                     2'b01 : {A, Q, Q_1} = {Sum[7], Sum, Q};       // Case #2
50                     2'b10 : {A, Q, Q_1} = {Difference[7], Difference, Q}; // Case #3
51                     2'b11 : {A, Q, Q_1} = {A[7], A, Q};           // Case #4
52                     default: {A, Q, Q_1} = 17'bx;
53                 endcase
54             end
55         //*****
56
57         // Assigning the result to final Register
58         Y = {A, Q};
59     end
60
61 endmodule
```

This module implements **BOOTH's ALGORITHM** for multiplication.

- It takes input as *Multiplier*(mc [8bit]) and *Multiplicand*(mp [8bit]) and gives output in the 16bit register-pair {A, Q}
- Iterations have been achieved by a 'for' loop.


**NOTE :** This module works properly even with 'negative' numbers.

## AND GATE MODULE (and\_module-8bit.v)

```
22 module and_module_8bit(A, B, Y);
23     // Defining the inputs/outputs
24     input signed [07:0] A;
25     input signed [07:0] B;
26     output signed [07:0] Y;
27
28     assign Y = A&B; //AND Operation
29
30 endmodule
```

This is a simple **AND** gate module.

- It takes two **8bit** operands as Input and generates the '*bitwise*' **AND** operation result of the two.

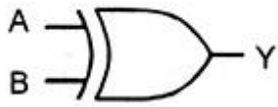
Logic function	Logic symbol	Truth table	Boolean expression															
2-input AND gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Y	0	0	0	0	1	0	1	0	0	1	1	1	$Y = A \cdot B$
A	B	Y																
0	0	0																
0	1	0																
1	0	0																
1	1	1																

## XOR GATE MODULE (xor\_module-8bit.v)

```
22 module xor_module_8bit(A, B, Y);
23     // Defining the inputs/outputs
24     input signed [07:0] A;
25     input signed [07:0] B;
26     output signed [07:0] Y;
27
28     assign Y = A^B; //XOR Operation
29
30
31 endmodule
```

This is a simple **XOR** gate module.

- It takes two **8bit** operands as Input and generates the '*bitwise*' **XOR** operation result of the two.

Logic function	Logic symbol	Truth table	Boolean expression															
2-input EX-OR gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	Y	0	0	0	0	1	1	1	0	1	1	1	0	$Y = A \oplus B$
A	B	Y																
0	0	0																
0	1	1																
1	0	1																
1	1	0																

## # Testbench (alu8bit\_tb.v)

The project is successfully '*synthesized*' to test the **8bit ALU**.

Testbench file is created with the following 'Input Test Cases' :

➤ Test Case #1 :

- **Instruction** – 18'b 00 0010 0001 0000 0111
  - *OpCode* – 00 (Addition)
  - A – 33
  - B – 7
- **OUTPUT**
  - X – 0
  - Y – 40
  - Carry – 0
  - Overflow – 0

➤ Test Case #2 :

- **Instruction** – 18'b 00 1101 0111 0000 1111
  - *OpCode* – 00 (Addition)
  - A – (-41)
  - B – 15
- **OUTPUT**
  - X – 0
  - Y – (-26)
  - Carry – 0
  - Overflow – 0

➤ Test Case #3 :

- **Instruction** – 18'b 00 0111 0111 0011 1001
  - *OpCode* – 00 (Addition)
  - A – 119
  - B – 57
- **OUTPUT**
  - X – 0
  - Y – 0
  - Carry – 0
  - Overflow – 1

➤ Test Case #4 :

- **Instruction** – 18'b 01 0000 0011 0001 1101
  - *OpCode* – 01 (Multiplication)

- A – 3
- B – 29
- OUTPUT
  - X – 0
  - Y – 87
  - Carry – 0
  - Overflow – 0

➤ Test Case #5 :

- Instruction – 18'b 01 0001 0001 1111 0101
  - *OpCode* – 01 (Multiplication)
  - A – 17
  - B – (-11)
- OUTPUT
  - X – 69
  - Y – 255
  - Carry – 1
  - Overflow – 0

➤ Test Case #6 :

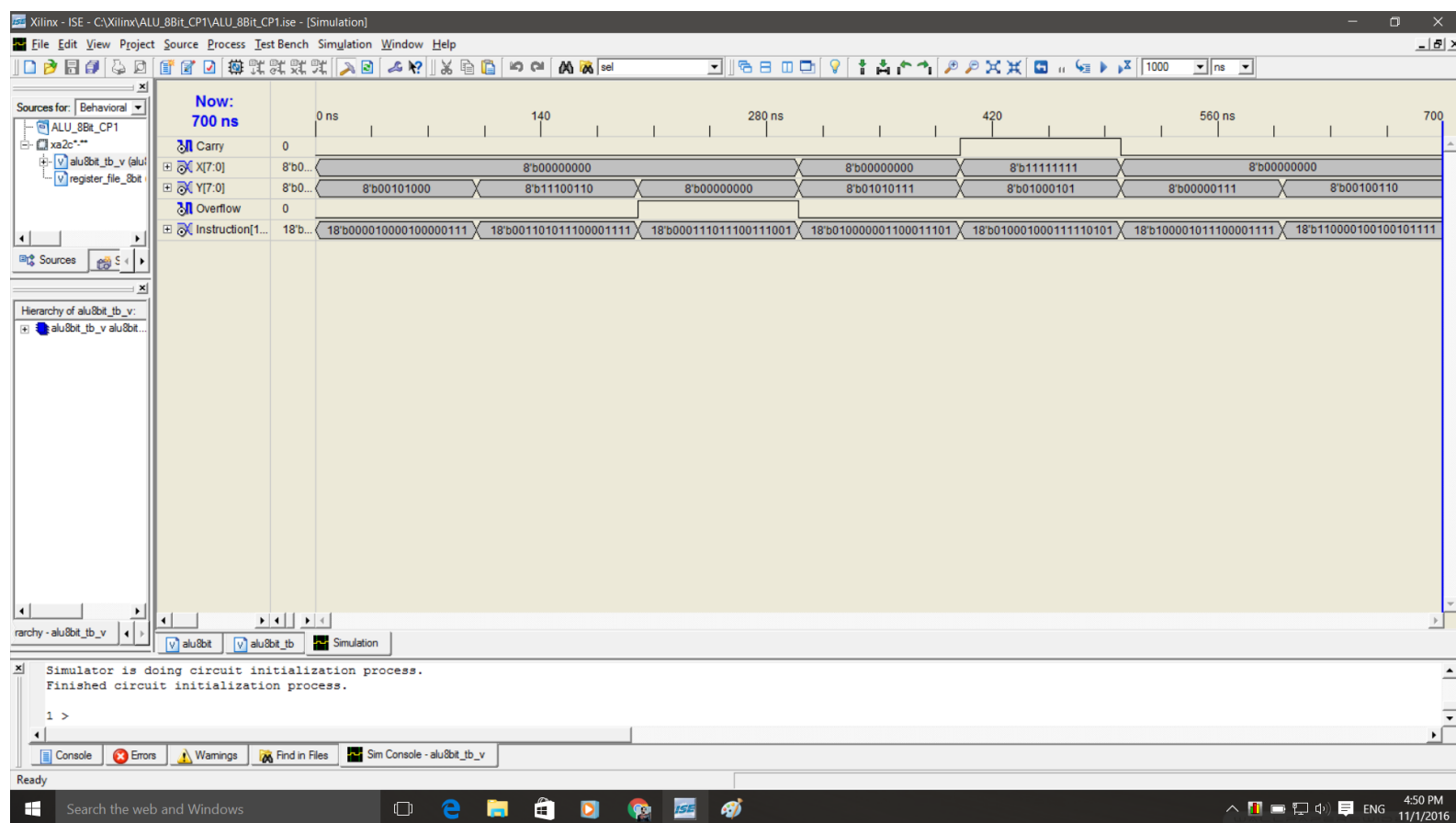
- Instruction – 18'b 10 0001 0111 0000 1111
  - *OpCode* – 10 (AND)
  - A – 23
  - B – 15
- OUTPUT
  - X – 0
  - Y – 7
  - Carry – 0
  - Overflow – 0

➤ Test Case #7 :

- Instruction – 18'b 11 0000 1001 0010 1111
  - *OpCode* – 11 (XOR)
  - A – 9
  - B – 47
- OUTPUT
  - X – 0
  - Y – 38
  - Carry – 0
  - Overflow – 0

All the outputs match with the expected values. Hence, ALU works properly.





Timing diagram of the 8bit ALU

Thank  
you