

a) ,22Specify the size of the output (O) in bits so the overflow can never occur.

Answer

Arithmetic :

100 $x \text{ NAND } y$

101 $\text{NOT } (x)$

110 $x \text{ NOR } y$

111 $x \text{ XOR } y$

LOGIC :

000 $(X+Y)/2$

001 $2*(X+Y)$

010 $(X/2)+Y$

011 $X-(Y/2)$

$X : n \text{ bit} \ // \ x=111$

$Y : n \text{ bit} \ // y=111$

$X \text{ NAND } y \rightarrow n \text{ bit}$

$(111) \text{ NAND } (111) \rightarrow n \text{ bit} \ // \text{ so output} = n \text{ bit}$

$Y : n \text{ bit} \ // y=111$

$X : n \text{ bit} \ // x=111$

$\text{NOT } (x):$

$\text{NOT } (111) = 000$

$\text{Output} = n \text{ bit}$

$X : n \text{ bit} \ // x=111$

$Y : n \text{ bit} \ // y=111$

$x \text{ NOR } y$

$(111) \text{ NOR } (111) = n \text{ bit}$

$\text{So output} = n \text{ bit}$

$Y : n \text{ bit} \ // y=111$

$X : n \text{ bit} \ // x=111$

$x \text{ XOR } y :$

$(111) \text{ XOR } (111) = n \text{ bit} \ // \text{ so output} = n \text{ bit}$

LOGIC

000 $(X+Y)/2$

001 $2*(X+Y)$

010 $(X/2)+Y$

011 $X-(Y/2)$

$(X+Y) / 2 :$

IF $x = n$ bit

And $y = n$ bit

Then $(x + y)$ are $(n+1)$ bit because the end carry

So the size of the output from this operation is $(n+1)$ bit

And $(x + y)$ divid by 2 then the size of the output still $(n+1)$

$2 * (X + Y) :$

IF $x = n$ bit

And $y = n$ bit

Then $(x + y)$ are $(n+1)$ bit because the end carry

And $(x + y)$ multiplay with 2 then the size of the output become $(n+2)$

$(X/2) + Y :$

IF $x = n$ bit

And $y = n$ bit

And $(x/2)$ the size is n bit

$(x/2) + y$ the size become $(n+1)$ bit because the end carry

$X-(y/2)$

IF $x = n$ bit

And $y = n$ bit

$(y/2)$ the size is n bit

$X - (y/2)$ the size of the output is $(n+1)$

(SO THE SIZE OF OUTPOUT is $(n+2)$)

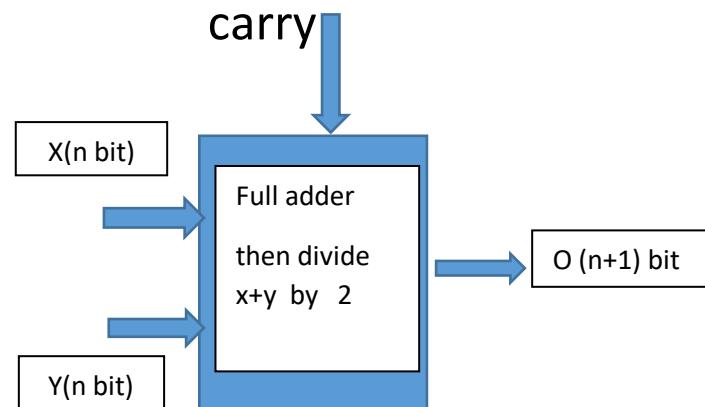
- b) (10 points) Show the ALU implementation using medium-scale integration (MSI) components and minimum number of gates (i.e. in blocks with their sizes). Note that, you might use some kind of extension (sign- or zero-extension).

1- $(X+Y)/2$

```

1 module add_div_1210606(x,y,c,o);
2   parameter n = 4;
3   input [n-1:0]x,y;
4   output signed [n:0]o;
5   reg [n:0]o;
6   always@(x or y or c)
7   begin
8     o = (x ^ y ^ c)/2; //find the value of the sum of x+y the divide by 2
9   end
10 endmodule

```

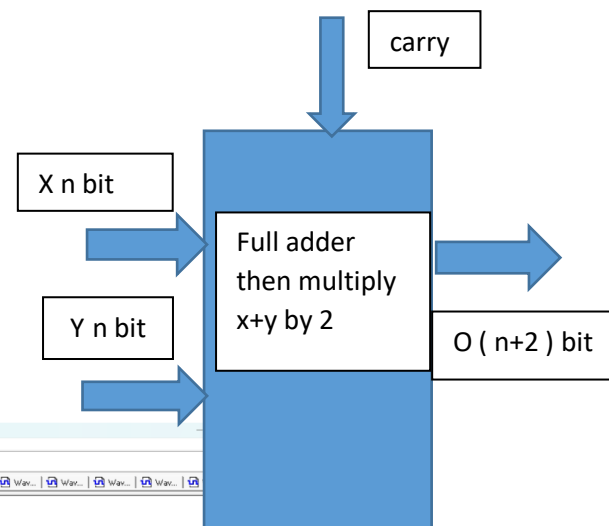


2- $2*(X+Y)$

```

1 module add_multi_1210606(x,y,c,o);
2   parameter n = 4;
3   input [n-1:0]x,y;
4   input [n-1:0]c;
5   output signed [n:0]o;
6   reg [n:0]o;
7   always@(x or y or c)
8   begin
9     o = (x ^ y ^ c)*2; //find the sum of x and y then multiply with 2
10  end
11 endmodule

```



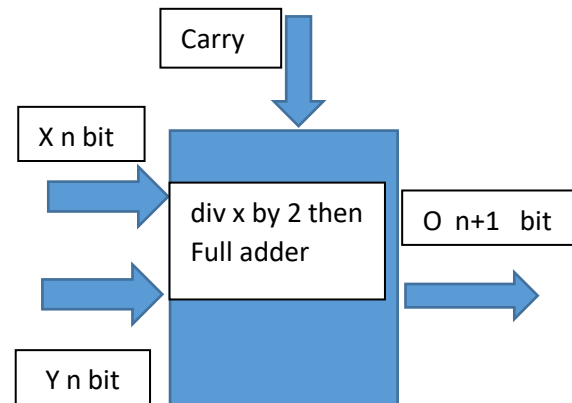
3- $(X/2)+Y$

```

1 module div_added_1210606(x,y,c,o);
2 parameter n = 4;
3 input [n-1:0]x,y;
4 input [n-1:0]c;
5 output signed [n:0]o;
6 reg [n:0]o;
7 always@(x or y or c)
8 begin
9 o = (x/2)^ y ^ c; // divid x by 2 then find add to y
10 end
11 endmodule
12
13
14
15

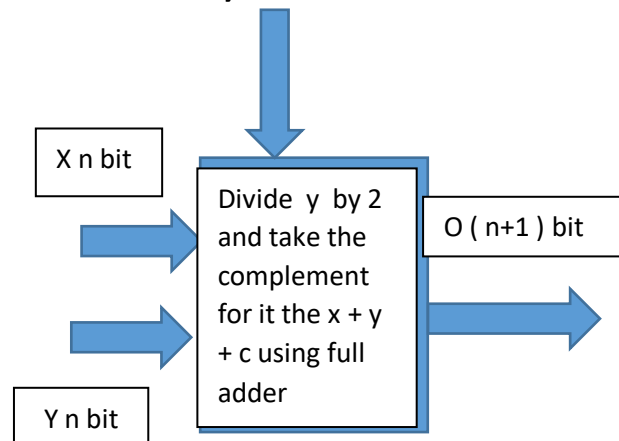
```

that do not drive logic
 ter synthesis - the final resource count might be different
 o successful. 0 errors, 11 warnings
 oq_files=off --write_settings_files=off Proj_Bala_Digital_1210606 -c Proj_Bala_Digital_1210606
 design "Proj_Bala_Digital_1210606"
 q(0) A Critical/Warning A Error A Suppressed(S) A Flag /



$$4-X-(Y/2)$$

carry



```

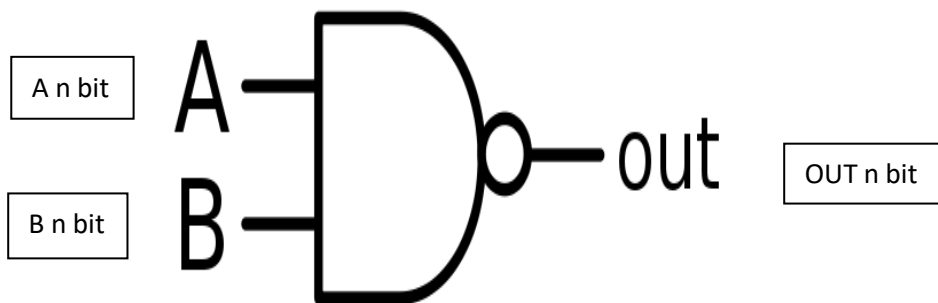
1 module sub_div_1210606(x,y,c,o);
2 parameter n = 4;
3 input [n-1:0]x,y;
4 input [n-1:0]c;
5 output signed [n:0]o;
6 reg [n:0]o;
7 always@(x or y or c)
8 begin
9 o = x ^ (!(y/2) + 1) ^ c; // conver the subtractor to adder by thake the
10 end
11 endmodule
12
13
14

```

that do not drive logic
 ter synthesis - the final resource count might be different
 o successful. 0 errors, 11 warnings
 oq_files=off --write_settings_files=off Proj_Bala_Digital_1210606 -c Proj_Bala_Digital_1210606
 design "Proj_Bala_Digital_1210606"
 q(0) A Critical/Warning A Error A Suppressed(S) A Flag /

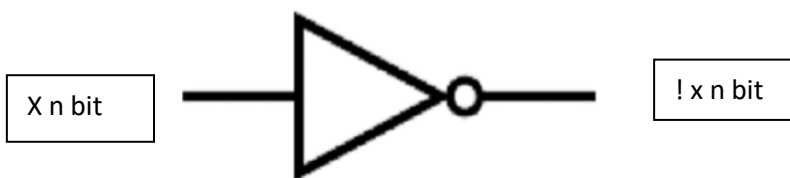
5- x NAND y

```
1 module NAND_1210606(x,y,o);  
2   parameter n = 4;  
3   input [n-1:0]x,y;  
4   output signed [n-1:0]o;  
5   reg [n-1:0]o;  
6   always@(x or y)  
7   = begin  
8     o = !x||!y;  
9   end  
10  endmodule  
11
```



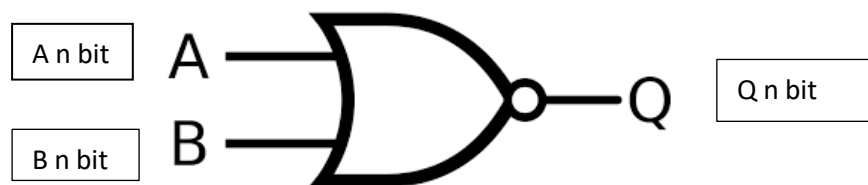
6- NOT(X)

```
1 module NOT_1210606(x,o);  
2   parameter n = 4;  
3   input [n-1:0]x;  
4   output signed [n-1:0] o;  
5   reg [n-1:0] o;  
6   always@(x)  
7   = begin  
8     o = !x&&!x;  
9   end  
10  endmodule
```



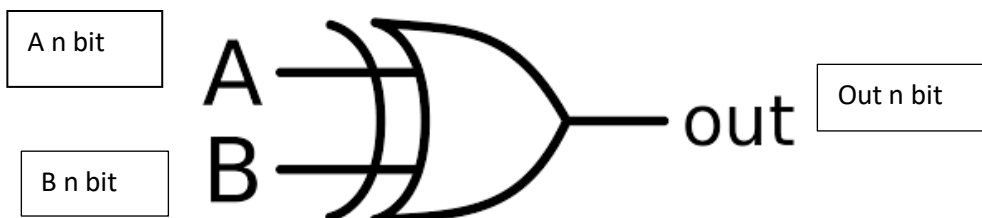
7- X NOR Y

```
module NOx_1210606(x,y,o);  
  parameter n = 4;  
  input [n-1:0]x,y;  
  output [n-1:0]o;  
  reg [n-1:0]o;  
  always @(x or y )  
  begin  
    o = !x & !y ;  
  end  
endmodule
```



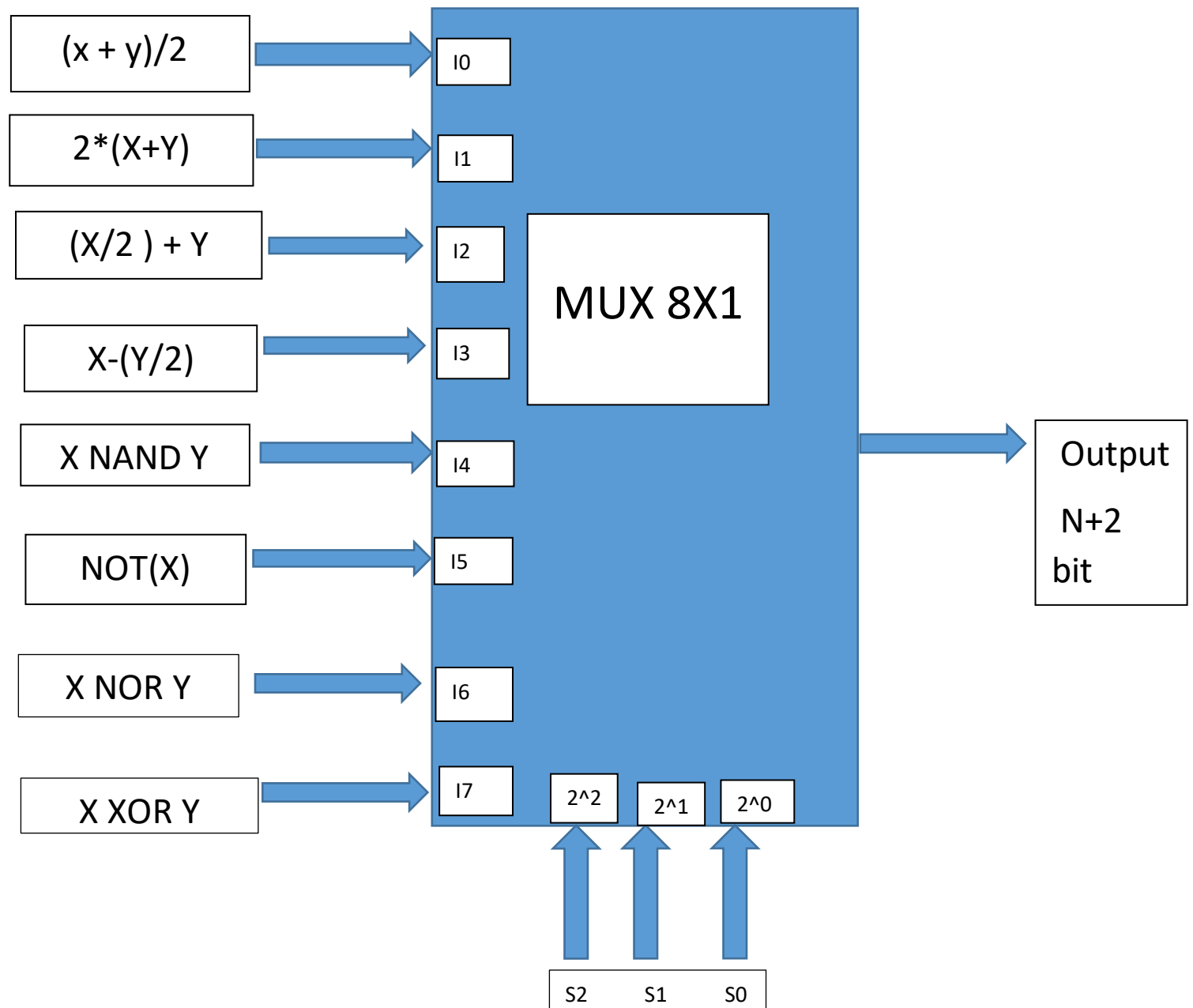
8- x XOR y

```
module XOR_1210606(x,y,o);  
  parameter n = 4;  
  input [n-1:0]x,y;  
  output signed [n-1:0]o;  
  reg [n-1:0]o;  
  always@(x or y)  
  begin  
    o = x^y;  
  end  
endmodule
```



(9- mux 8 to 1) ***note : the impliment of the ALU in page 13 in this report .**

□



If the selection is 000 then the mux do the first operation $(x + y)/2$
 If the selection is 001 then the mux do the second operation $2*(x + y)$
 If the selection is 010 then the mux do the third operation $(x/2) + y$
 If the selection is 011 then the mux do the fourth operation $x - (y/2)$

If the selection is 100 then the mux do the operation number 5 $x \text{ NAND } y$
 If the selection is 101 then the mux do the operation number 6 $\text{not}(x)$
 If the selection is 110 then the mux do the operation number 7 $x \text{ nor } y$
 If the selection is 111 then the mux do the operation number 8 $x \text{ xor } y$

Picture for (ALU1 , ALU2 , MUX8X1) code :

MUX8X1 code

```

1 module mux8X1_1210606(a,b,c,d,t,e,p,g,s0,s1,s2,f);
2     parameter n = 4;
3     input  a,b,c,d,t,e,p,g;
4     input  s0,s1,s2;
5     output reg f;
6     always @ (*)
7     begin
8         case (s0 & s1 & s2)
9             3'b000: f=a;
10            3'b001: f=b;
11            3'b010: f=c;
12            3'b011: f=d;
13            3'b100: f=t;
14            3'b101: f=e;
15            3'b110: f=p;
16            3'b111: f=g;
17        endcase
18    end
19 endmodule
20
21

```

```
that do not drive logic
ter synthesis - the final resource count might be different
s successful. 0 errors, 11 warnings
*****

gs_files-off --write_settings_files-off Proj_Hala_Digital_1210606 -c Proj_Hala_Digital_1210606
assign "Proj_Hala_Digital_1210606"
***C***
1g (0) Critical/Warning Error Suppressed (0) Flag /
```


ALU CODE (STRUCTURAL)

```
1 module ALU_1210606(x,y,c,o);
2   parameter n = 4;
3   input signed [n-1:0]x,y;
4   input [2:0]c;
5   output signed [n+1:0]o;
6   wire w0,w1,w2,w3,v0,v1,v2,v3;
7   add_div_1210606 Q1(x,y,c,w0);
8   add_multi_1210606 Q2(x,y,c,w1);
9   div_added_1210606 Q3(x,y,c,w2);
10  sub_div_1210606 Q4(x,y,c,w3);
11  NAND_1210606 A1(x,y,v0);
12  NOT_1210606 A2(x,v1);
13  NOR_1210606 A3(x,y,v2);
14  XOR_1210606 A4(x,y,v3);
15  mux8X1_1210606 m1(w0,w1,w2,w3,v0,v1,v2,v3,c[0],c[1],c[2],o);
16 endmodule
17
```

that do not drive logic
after synthesis - the final resource count might be different
has successful. 0 errors, 11 warnings

.ngs_files=off --write_settings_files=off Proj_Hala_Digital_1210606 -c Proj_Hala_Digital_1210606
design "Proj_Hala_Digital_1210606"

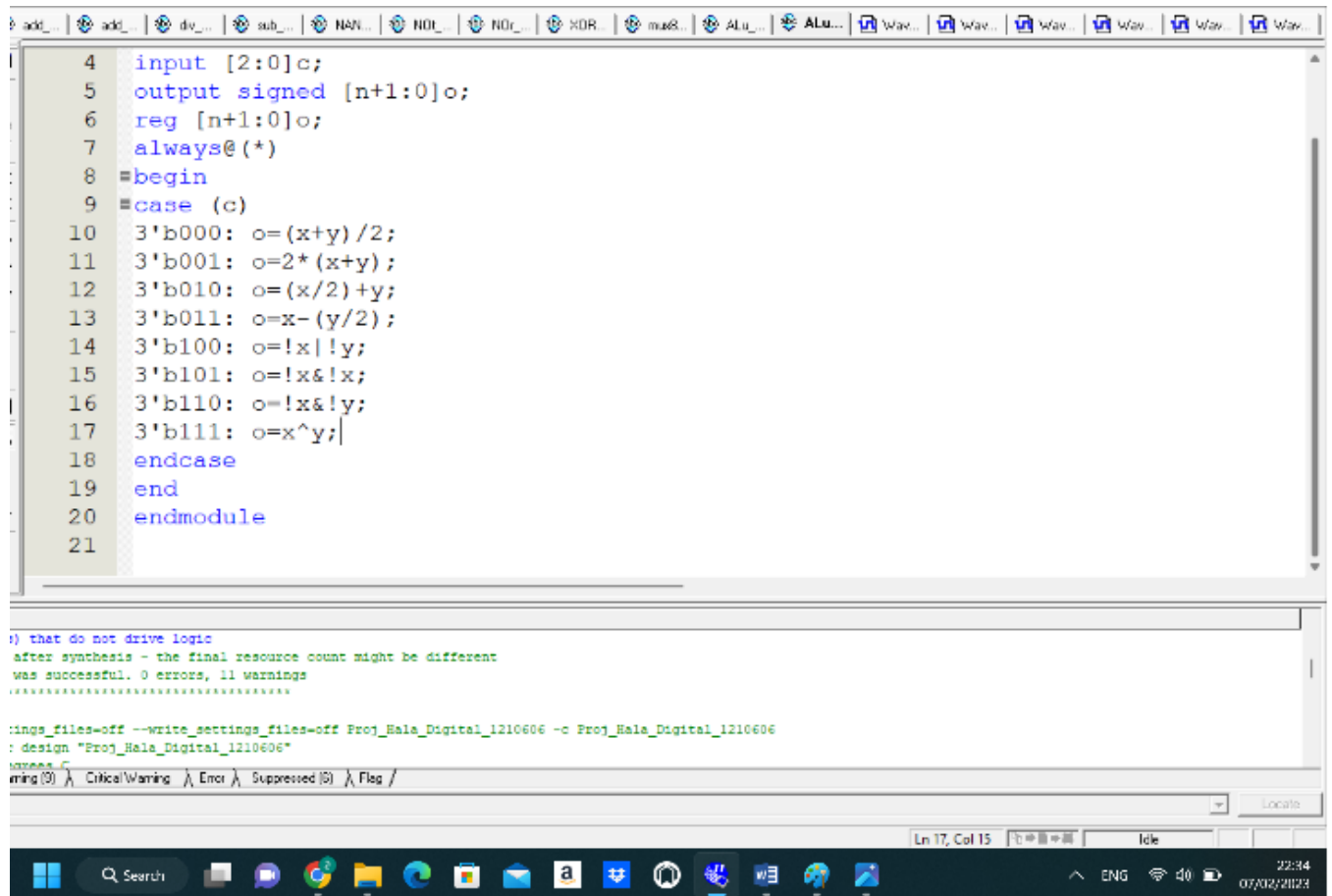
Verilog C

ing (3) Critical/Warning Error Suppressed (3) Flag

Ln 10, Col 25 Idle

22:30
07/02/2023

ALU CODE (BEHAVEIORL)



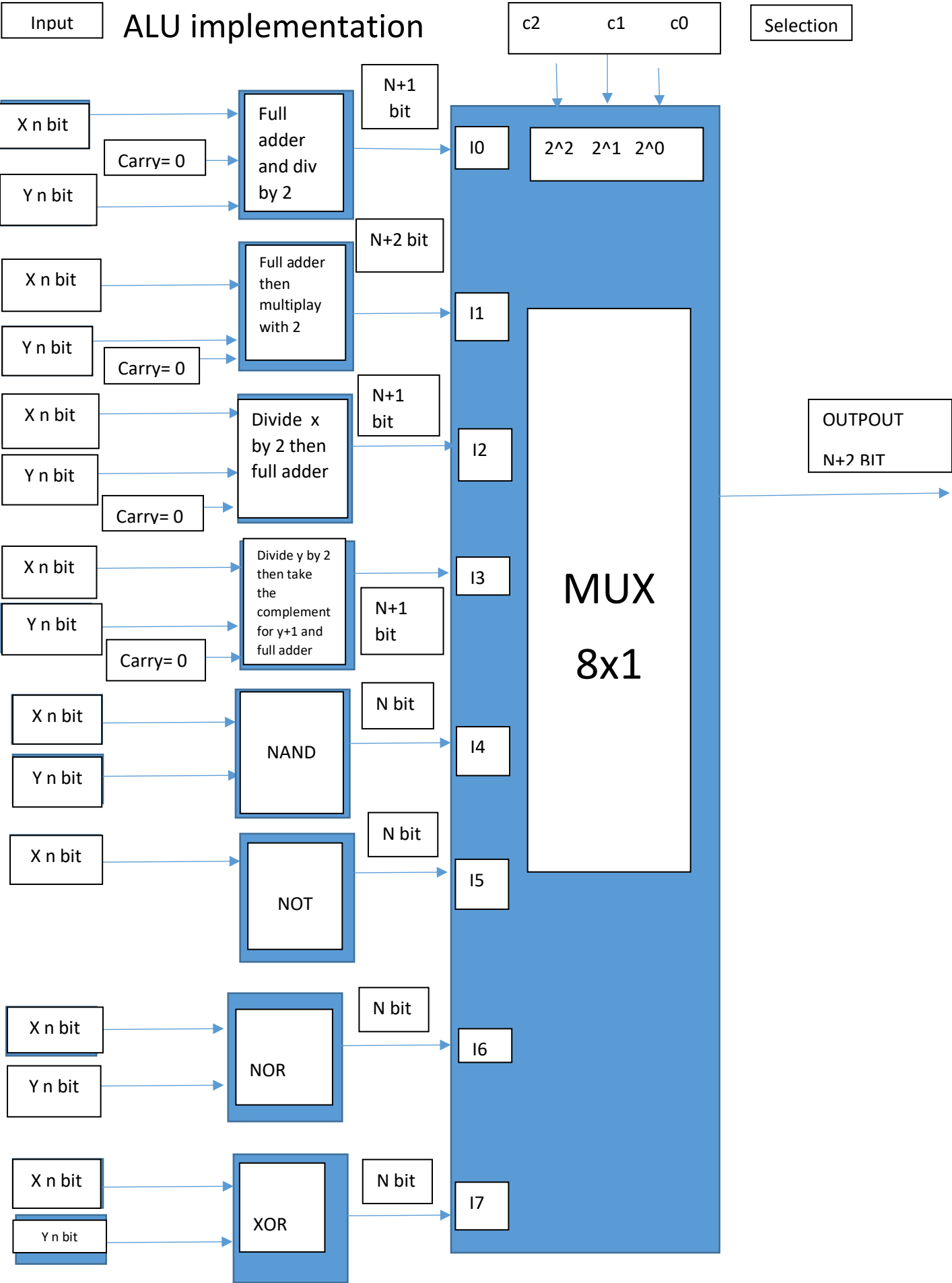
The screenshot shows a Verilog code editor with a toolbar at the top containing icons for various operations: add, div, sub, NaN, NOI, NOI, XOR, mul, ALU, and several Wav icons. The code is as follows:

```
4 input [2:0]c;  
5 output signed [n+1:0]o;  
6 reg [n+1:0]o;  
7 always@(*)  
8 =begin  
9 =case (c)  
10 3'b000: o=(x+y)/2;  
11 3'b001: o=2*(x+y);  
12 3'b010: o=(x/2)+y;  
13 3'b011: o=x-(y/2);  
14 3'b100: o=!x|!y;  
15 3'b101: o=!x&!x;  
16 3'b110: o=!x&!y;  
17 3'b111: o=x^y|  
18 endcase  
19 end  
20 endmodule  
21
```

Below the code editor, the synthesis results are displayed:

```
*) that do not drive logic  
after synthesis - the final resource count might be different  
was successful. 0 errors, 11 warnings  
.....  
: kings_files-off --write_settings_files-off Proj_Hala_Digital_1210606 -c Proj_Hala_Digital_1210606  
: design "Proj_Hala_Digital_1210606"  
: success C  
Warning (0) Critical/Warning Error Suppressed (0) Flag /
```

The status bar at the bottom indicates "Ln 17, Col 15" and "Idle". The Windows taskbar at the very bottom shows the date and time as "22:34 07/02/2023".



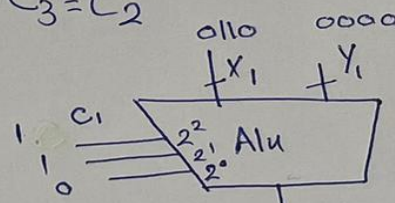
e

1 2 1 0 6 0 6 (my number)
 | C_2 Y_2 X_2 C_1 Y_1 X_1

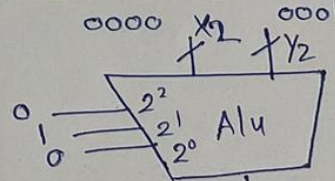
Test	X	Y	C	O
1	$X_1 = 6$	$Y_1 = 0$	$C_1 = 6$	$X \text{ NoR } Y$
2	$X_2 = 0$	$Y_2 = 1$	$C_2 = 2$	$(X/2) + Y$
3	$X_3 = -6$	$Y_3 = 0$	$C_3 = 2$	$(X/2) + Y$

(mux 8x1)

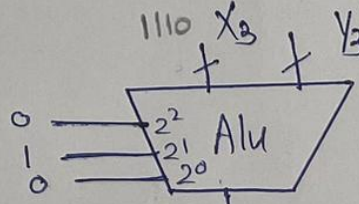
③ → number of selection
 2



Test (1)



Test (2)



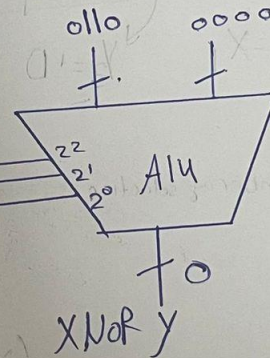
Test (3)

9

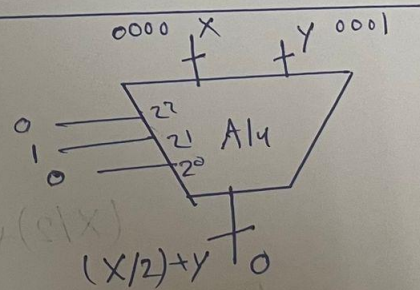
1 2 1 0 6 0 6
 $1 C_2 Y_2 X_2 C_1 Y_1 X_1$

Test	X	Y	C	O
1	$X_1 = 6$	$Y_1 = 0$	$C_1 = 6$	$X \text{ Nor } Y$
2	$X_2 = 0$	$Y_2 = 1$	$C_2 = 2$	$(X/2) + Y$
3	$X_3 = -6$	$Y_3 = 0$	$C_3 = 2$	$(X/2) + Y$

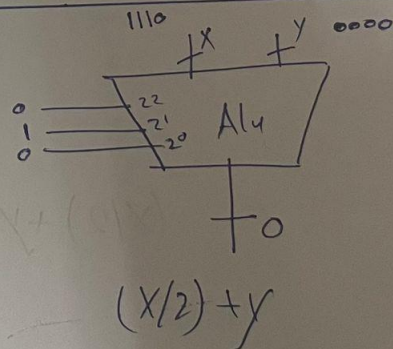
Test [1]:



Test [2]



Test [3]



e) (5 points) Generate the waveforms of the ALU defined in Part (d), assumes that X and Y are 4-bits and their values based on your student ID should be set as follows:

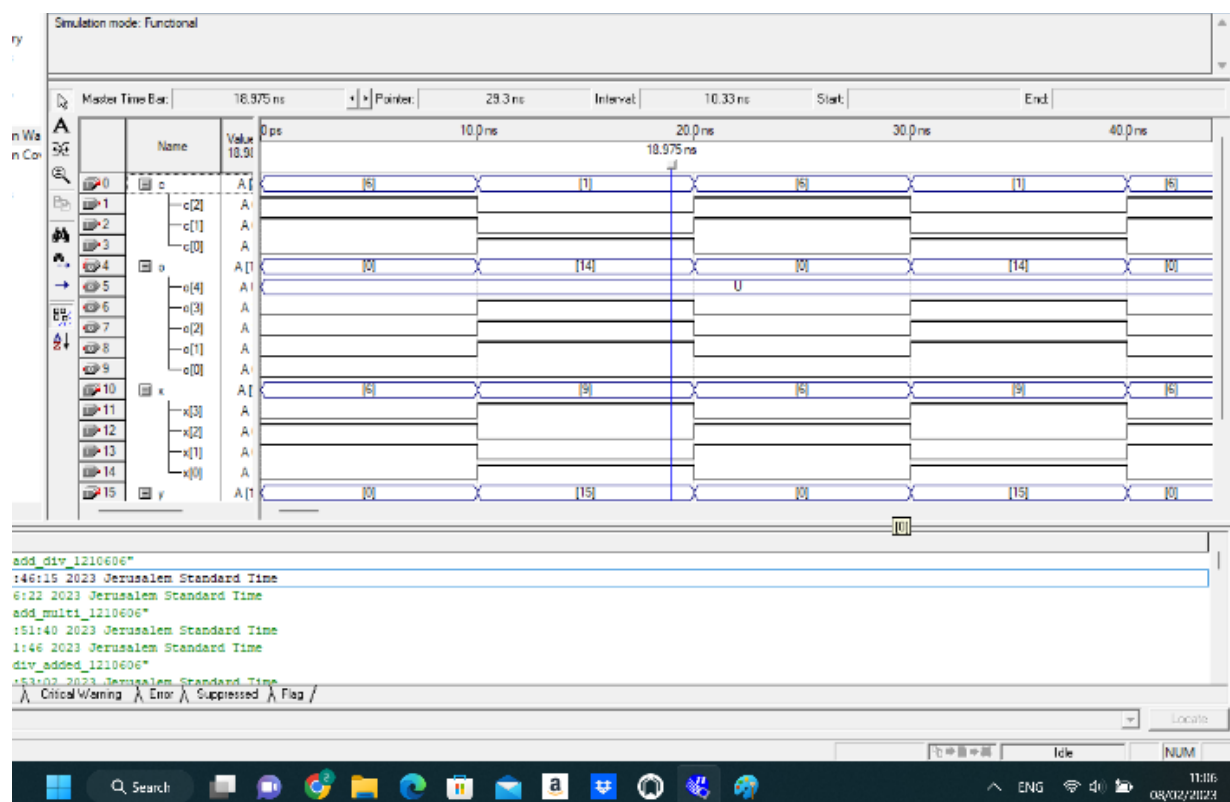
Test 1 :

X1 = 6

Y1 = 0

C1 = 6

Output : X NOR Y



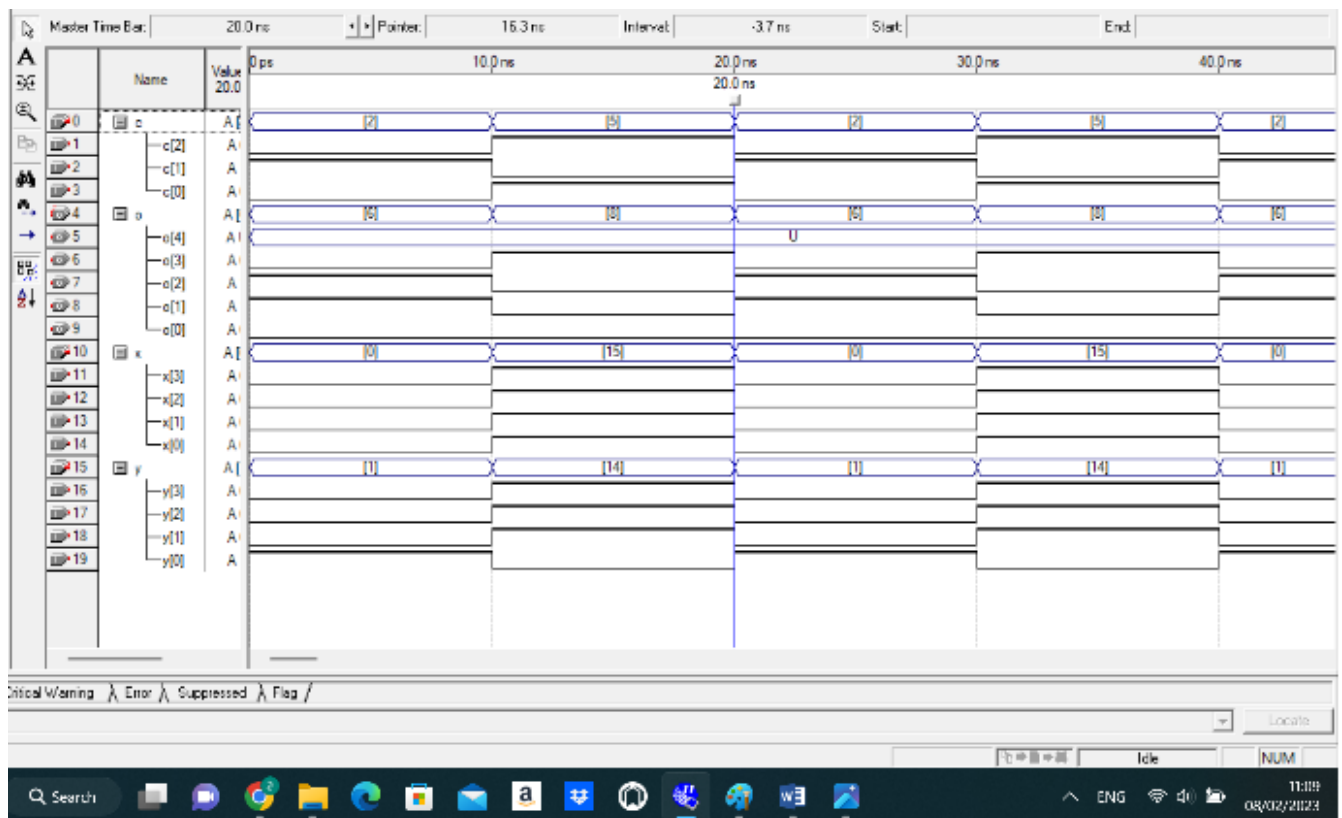
Test 2 :

$X2 = 0$

$Y2 = 1$

$C1=6$

Output : $(x / 2) + y$



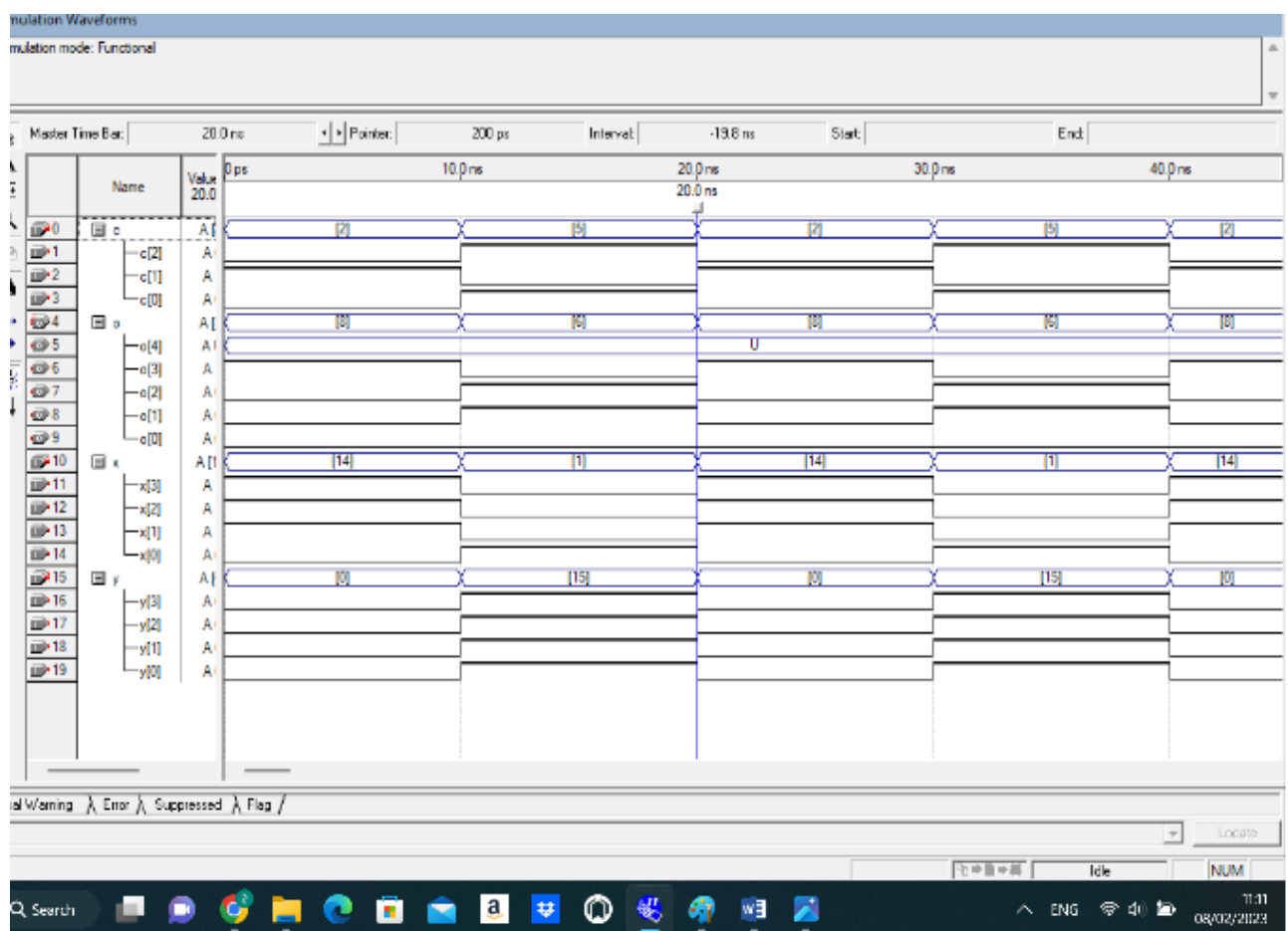
Test 3 :

X3 = -6

Y3 = 0

C3 = 2

Output = (x / 2) + y



g) (5 points) Generate the waveforms of the behavioral ALU defined in Part (f), assumes that X and Y are 4-bits and their values based on your student ID should be set as follows: The general representation of the student ID is 1C2Y2X2C1Y1X1, so, if your student ID is 1220520, then X, Y, and C values for the three test cases as follows:

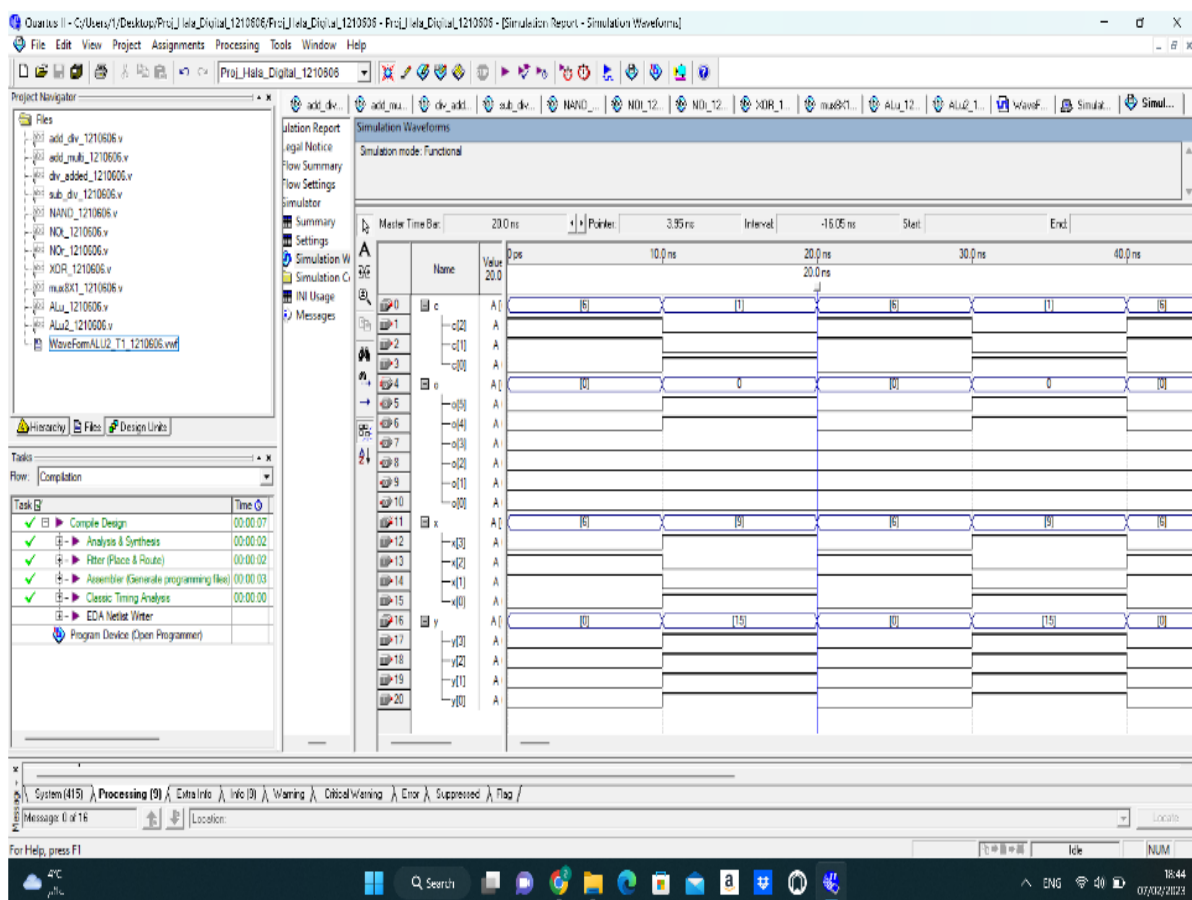
Test 1 :

x1 = 6

y1 = 0

c1 = 6

Output : x NOR y



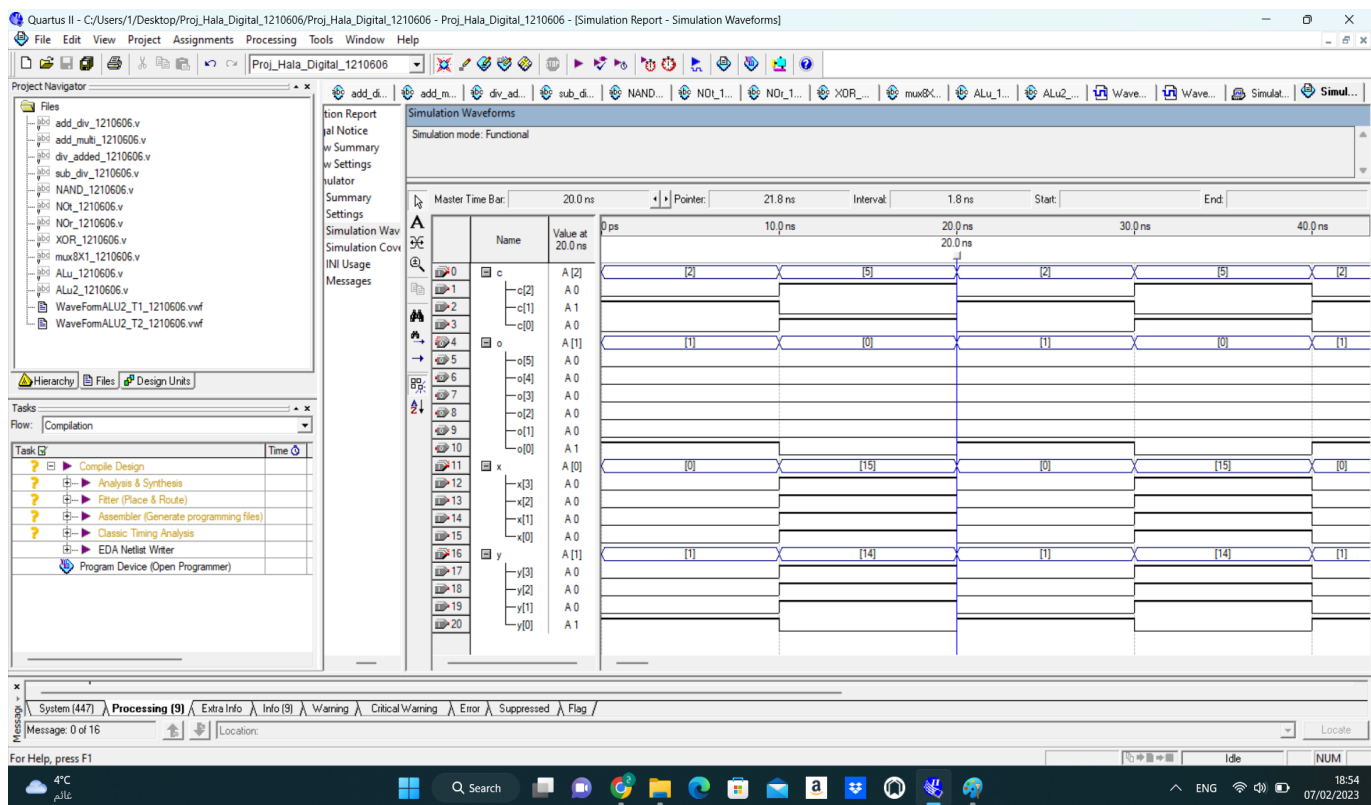
Test 2 :

X2 = 0

Y2=1

C2=2

Output : $(x/2) + y$



Test 3:

X3=-6

Y3=0

C3=2

Output : $(x/2) + y$

