3-BIT ALU IN VERILOG

ECE 451- LAB 02

3-bit ALU Design - Verilog

Objective: The objective of this lab is to learn the basic logic synthesis steps by synthesizing a 3-bit signed Arithmetic Logic Unit (ALU) using Verilog.

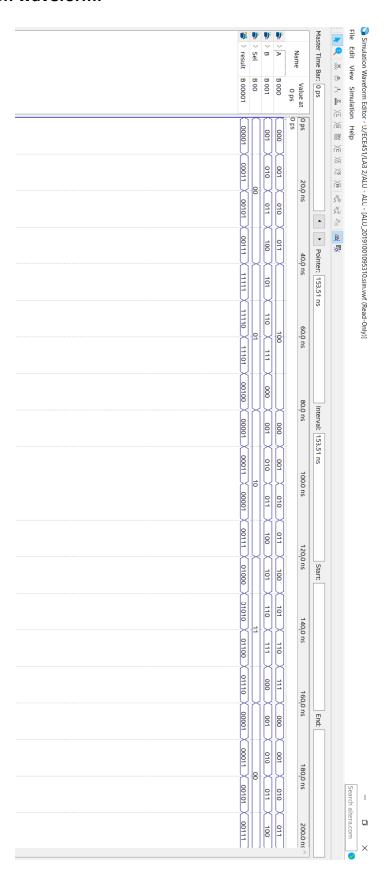
Introduction: The 3-bit ALU designed in lab 1 had 4 functions: ADD, SUB, XOR and Left-shift. Here, we have implemented an ALU module in Verilog to provide same functionality and a 4-bit output (3-bit result and Carry Out). For the implementation on the ALTERA kit, we used SSD Hex0 and Hex1 to display result in decimal form.

Code:

```
⊟module ALU(
 1
                  input [2:0]
input [1:0]
output[4:0]
 2
                                              А,В,
                                              sel,
 4
5
6
7
8
9
                                              Out.
                  output reg [4:0]
output reg [13:0]
                                              result,
           wire[4:0] temp;
10
           assign Out = result;
11
12
           always
13
     begin
14
              case (Sel)
     15
              2'b00: result = A+B;
              2'b01: result = A-B;
16
               2'b10: result = A^B;
17
18
              2'b11: result = A<<1;
19
20
              endcase
21
22
23
24
25
26
27
              case (result[4:0])
              5'b00000 :
              z = 14'b10000001000000;
                                                        //Hex 0
28
29
30
              5'b00001:
              z = 14'b10000001111001;
                                                         //Hex 1
31
32
              5'b00010:
33
              z = 14'b1000000100100;
                                                        //Hex 2
34
35
              5'b00011 :
36
37
              z = 14'b10000000110000;
                                                         //Hex 3
38
              5'b00100 :
39
              z = 14'b10000000011001;
                                                         //Hex 4
40
41
              5'b00101 :
42
43
              z = 14'b10000000010010;
                                                        //Hex 5
44
              5'b00110 :
45
              z = 14'b100000000000010;
                                                         //Hex 6
46
47
              5'b00111 :
48
              z = 14'b10000001111000;
                                                        //Hex 7
49
50
              5'b01000 :
51
              z = 14'b100000000000000;
                                                        //Hex 8
52
53
              5'b01001 :
              z = 14'b10000010010000;
54
                                                        //Hex 9
55
```

```
55
56
57
58
59
60
61
62
63
64
65
66
                 5'b01010 :
                 z = 14'b11110011000000;
                                                               //Hex 10
                 5'b01011 :
                 z = 14'b111100111111001;
                                                               //Hex 11
                 5'b01100 :
                 z = 14'b11110010100100;
                                                               //Hex 12
                 5'b01101 :
z = 14'b11110010110000;
                                                               //Hex 13
 67
68
                 5'b01110 :
z = 14'b11110010011001;
 69
70
71
72
73
74
75
76
77
78
79
80
                                                               //Hex 14
                 5'b01111 :
                 z = 14'b11110010010010;
                                                               //Hex 15
                //subtraction
                 5'b11111 :
                 z = 14'b011111111111001;
                                                               //dec -1
                 5'b11110 :
z = 14'b01111110100100;
                                                               //dec -2
 81
82
83
84
85
86
87
88
90
91
92
93
                 5'b11101 :
z = 14'b01111110110000;
                                                               //dec -3
                5'b11100 :
                 z = 14'b01111110011001;
                                                               //dec -4
                5'b11011 :
z = 14'b01111110010010;
                                                               //dec -5
                 5'b11010 :
                 z = 14'b011111110000010;
                                                               //dec -6
                 5'b11001:
 95
                 z = 14'b011111111111000;
                                                               //dec -7
 96
97
                 5'b11000:
 98
99
                 z = 14'b01111110000000;
                                                               //dec -8
100
                 endcase
101
102
             end
103
104
         endmodule
```

Simulation waveform:



^{**}The result is taken as 5 bit, 1 bit for the over-low flag, to indicate it as a negative signed decimal.

Advantages of HDL:

Hardware description languages (HDL) are a special class of languages that provide functionalities to capture true hardware behavior in software. Most high-level programming languages do not take hardware parameters like timing, delay etc. into consideration. Thus, such functionalities can be captured using HDLs.

- HDLs can be used to model hardware and related timing functionalities.
- Can be used to synthesize simulations that capture true nature of hardware.