

# ALU Component for Single-Cycle Processor

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A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

# ALU Function in SCP

Performs core arithmetic and comparison operations

Inputs: 32-bit operands input1 (rs) and input2 (rt or immediate)

Controlled via aluOP:

- 1 = ADD (*ADD, MOVL, MOVS*)
- 0 = CMP (*comparison only*)

Outputs:

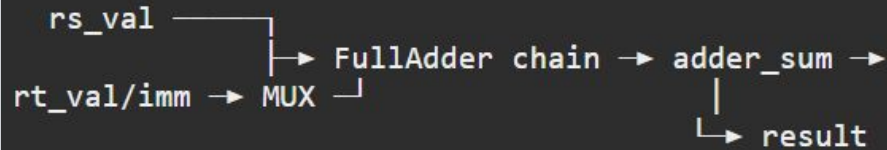
- result (*sum or passthrough*)
- zero flag (*set when input1 == input2*)

# Why It's Important

- Enables all arithmetic logic
- Feeds zero flag into the branch logic (*for JE*)
- Essential for ADD, MOVL, MOVS, CMP instructions

# High-Level Architecture

- RippleCarryAdder: 32-bit chain of FullAdders
- ALU MUX chooses between adder output or passthrough
- Zero flag calculated directly from input comparison



# Implementation Details

FullAdder.v: XOR and majority logic

RippleCarryAdder.v: 32-bit looped  
instantiation

ALU.v:

- Uses aluOP to select mode
- Assigns zero flag via comparison

# Challenges & Solutions

- Ensuring zero was captured reliably for JE
- Ripple delay could be slow—acceptable for this scale
- Integration with control signals and status register

# Pros & Cons

## Pros:

- Simple, testable, and reusable
- Works for both data and address logic

## Cons:

- Ripple-carry doesn't scale well
- Only supports ADD and CMP (*no logic ops yet*)

# Interesting Aspects & Extensions

- Test instrumentation: '\$display' in ALU.v and StatusRegister.v for live trace
- Easy to extend: add logic ops by augmenting MUX and control signals
- Serves as template for multi-cycle or pipelined ALU enhancements



# Performance

- ALU is invoked in every loop iteration  
(*ADD + CMP*)
- CMP result controls JE; ALU result updates register
- Observed correct output in both loop-example and halt cases

# Educational Impact

- Built foundational understanding of datapath design
- Reinforced Verilog syntax and simulation concepts
- Developed debugging and modular testing skills

# Closing Thoughts

- Simplicity of the ALU made debugging easier
- Challenges like the zero flag encouraged clean design
- Ready to extend into more complex operations or architectures

