

EEL2020 Digital Design Lab Report

Sem II AY 2023-24

Experiment No.	:	06
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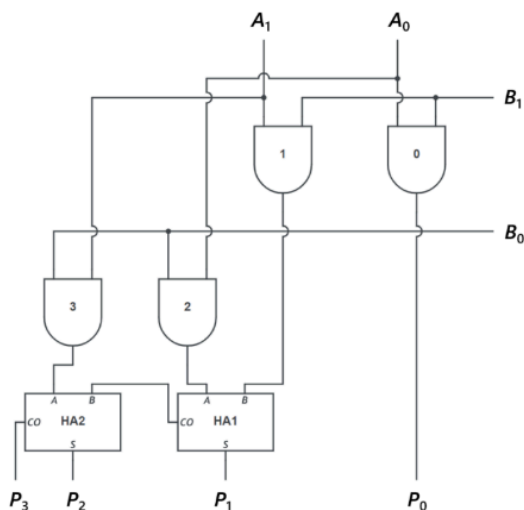
Objective

- (i) Design, simulate and implement a 2-bit multiplier using half adders and AND gates
- (ii) Design and simulate an Arithmetic Logic Unit (ALU) that performs eight operations selected using operation codes

PART I TWO BIT MULTIPLIER

Logic Design

The 2-bit multiplication output be a 4-bit product



Source Description

- Design source

```
module half_adder(  
    input A,  
    input B,  
    output Sum,  
    output Cout  
);  
    assign Sum=A^B;  
    assign Cout=A&B;  
endmodule
```

```
module two_bit_multiplier(input [1:0] A,B, output[3:0] P);  
    wire C;  
    assign P[0]=A[0]&B[0];
```

```
    half_adder HA1((A[1] & B[0]), (A[0] & B[1]),P[1],C);  
    half_adder HA2(C,(A[1] & B[1]), P[2], P[3]);
```

```
endmodule
```

- Constraint file

The PYNQ_XDC file was updated with the following changes:

Variable	Designation	Port
P[0]	Output	LED3
P[1]	Output	LED2
P[2]	Output	LED1
P[3]	Output	LED0

- **Simulation source** (if any)

```
module tb_two_bit_multiplier;
```

```
    reg [1:0] A, B;
```

```
    wire [3:0] P;
```

```
    two_bit_multiplier uut (.A(A),.B(B),.P(P));
```

```
    initial begin
```

```
        A = 2'b00;
```

```
        B = 2'b00;
```

```
        #10;
```

```
        A= 2'b01;
```

```
        B= 2'b10;
```

```
        #10
```

```
        A= 2'b11;
```

```
        B= 2'b10;
```

```
        #10;
```

```
        A= 2'b10;
```

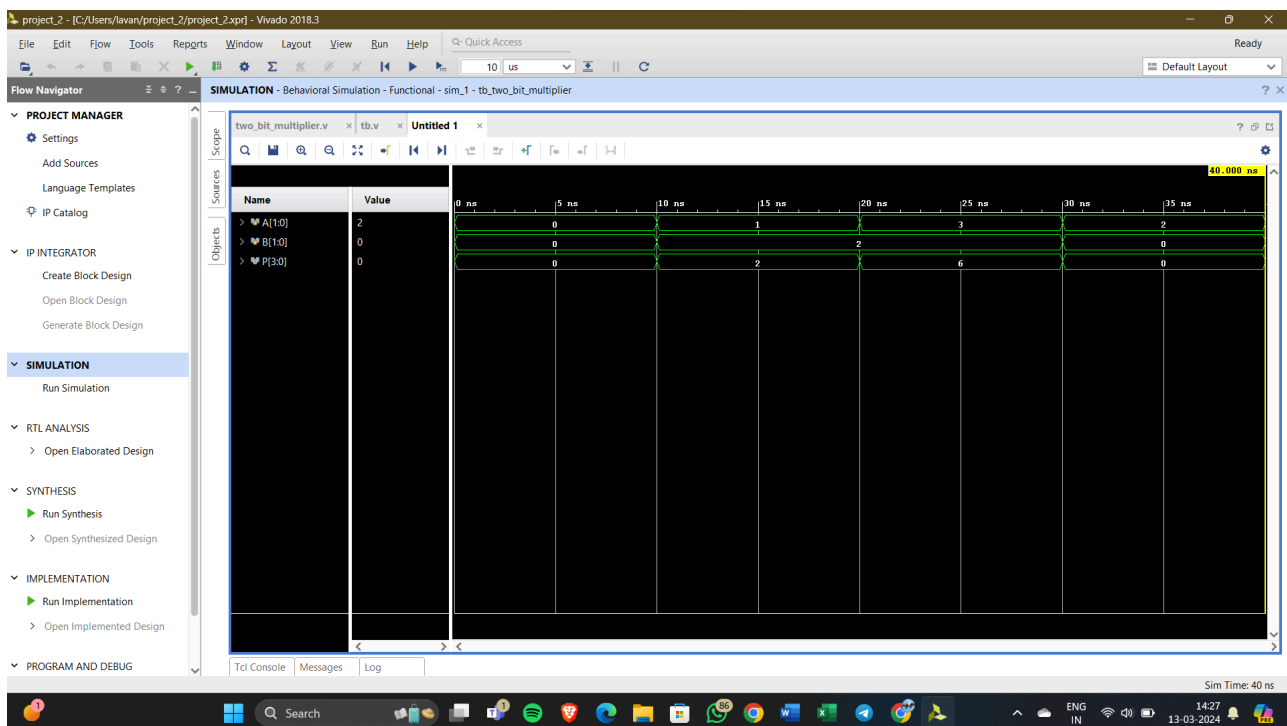
```
        B= 2'b00;
```

```
        #10 $finish;
```

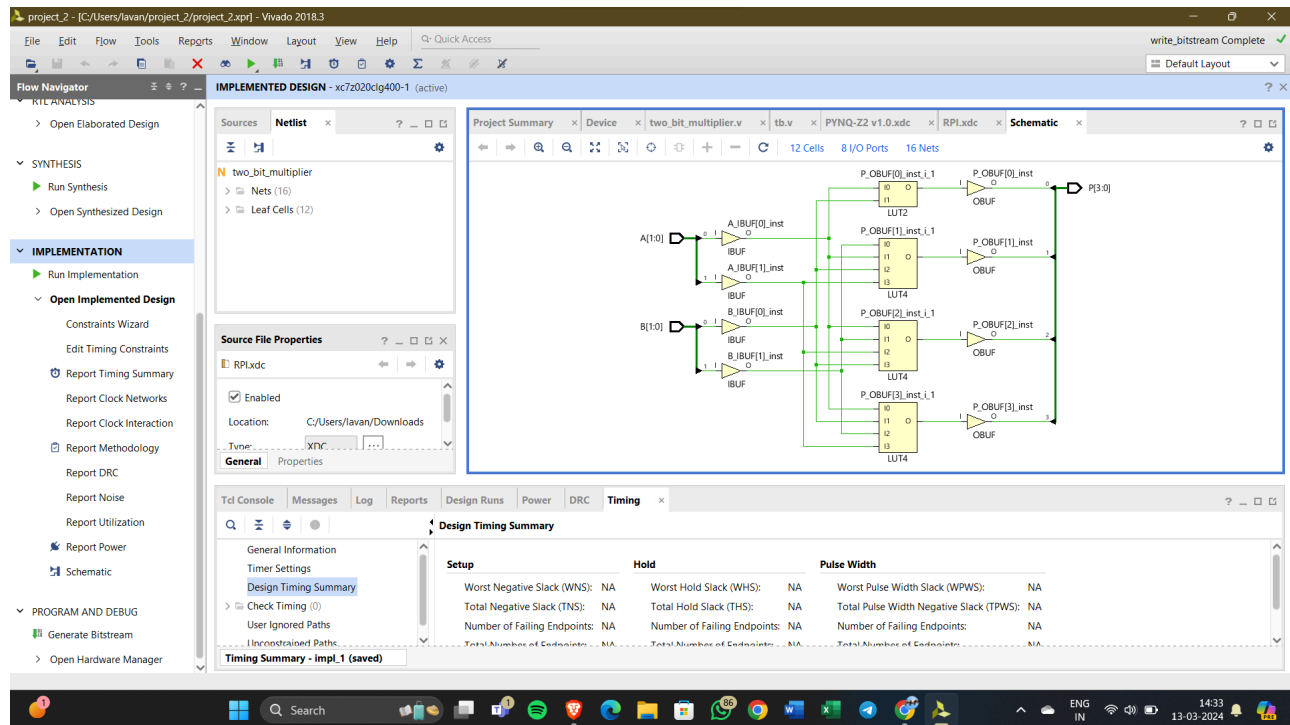
```
    end
```

```
endmodule
```

Simulation Results (Timing diagram)



Elaborated Design:



PYNQ Working Video (to be recorded during lab session)
(with voiceover briefly explaining the working, not exceeding 1-2 minutes)

[Video Link](#)

PART II ARITHMETIC LOGIC UNIT

Logic Design

The ALU, a vital CPU component, executes arithmetic and logical operations (e.g., addition, subtraction, AND, OR) based on control unit instructions.

Truth Table:

Opcode			Operation
0	0	0	Reset
0	0	1	A + B
0	1	0	A – B
0	1	1	A AND B
1	0	0	A OR B
1	0	1	A XOR B
1	1	0	A XNOR B
1	1	1	Preset

Source Description

- [Design source](#)

```
module ALU ( input [2:0] opcode, input [3:0] A, input [3:0] B, output reg [3:0] result );
```

```
always @(*)
```

```

begin
  case(opcode)
    3'b000: result = 4'b0000;
    3'b001: result = A + B;
    3'b010: result = A - B;
    3'b011: result = A & B;
    3'b100: result = A | B;
    3'b101: result = A ^ B;
    3'b110: result = ~(A ^ B);
    3'b111: result = 4'b1111;
    default: result = 4'bxxxx; // Undefined
  endcase
end

endmodule

```

- [Simulation source](#) (if any)

```

module ALU_Testbench;

// Inputs
reg [2:0] opcode;
reg [3:0] A;
reg [3:0] B;

// Outputs
wire [3:0] result;

// Instantiate the ALU
ALU dut (
  .opcode(opcode),
  .A(A),
  .B(B),
  .result(result)
);

// Stimulus
initial begin
  // Test case 1
  opcode = 3'b001; // Addition
  A = 4'b0111;
  B = 4'b0001;
  #10;

  // Test case 2

```

```
opcode = 3'b010; // Subtraction
A = 4'b0111;
B = 4'b0001;
#10;

// Test case 3
opcode = 3'b011; // AND
A = 4'b0111;
B = 4'b0001;
#10;

// Test case 4
opcode = 3'b100; // OR
A = 4'b0111;
B = 4'b0001;
#10;

// Test case 5
opcode = 3'b101; // XOR
A = 4'b0111;
B = 4'b0001;
#10;

// Test case 6
opcode = 3'b110; // XNOR
A = 4'b0111;
B = 4'b0001;
#10;

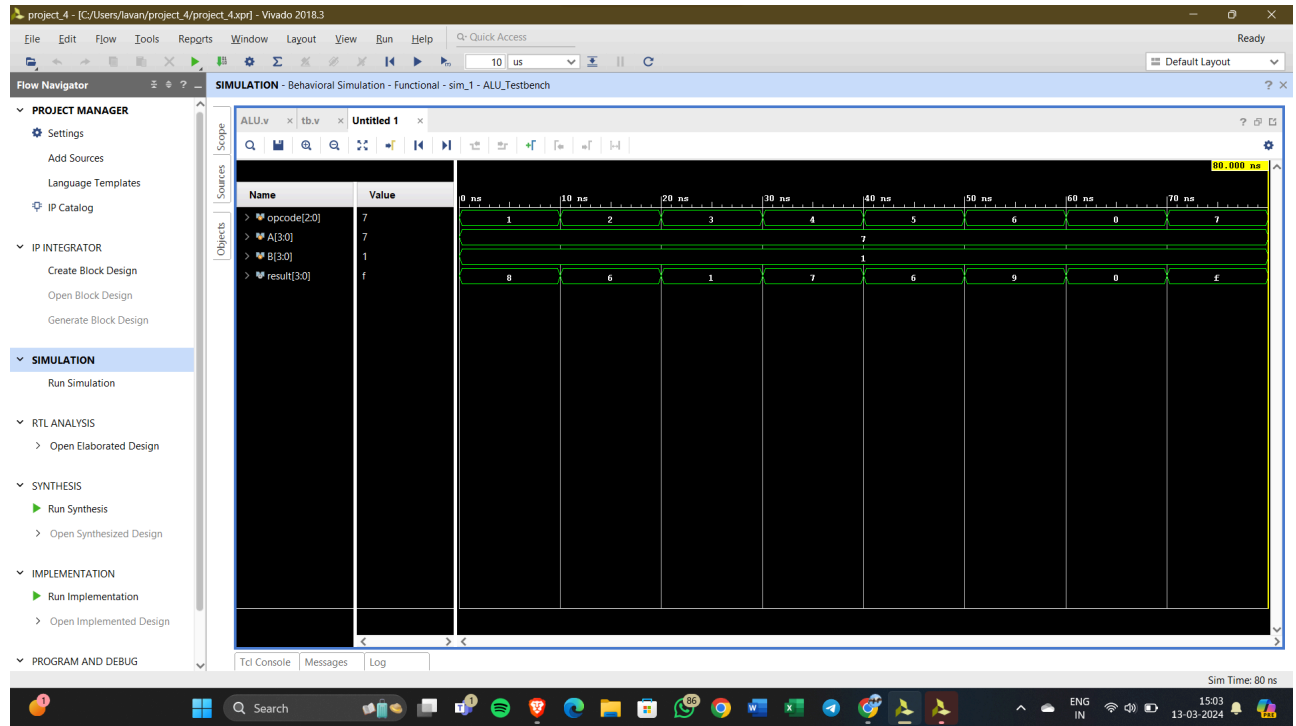
// Test case 7
opcode = 3'b000; // Reset
A = 4'b0111;
B = 4'b0001;
#10;

// Test case 8
opcode = 3'b111; // Preset
A = 4'b0111;
B = 4'b0001;
#10;

$stop;
end

endmodule
```

Simulation Results (Timing diagram)



Elaborated Design:

