

## Lab Assignment – 10

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**Part-1:** Design an ALU using Verilog. The ALU takes two inputs A and B. Each of these are 4-bit numbers. A third input called SEL determines the operation to be performed on A and B. The output OUT gives the results (including carry, if any).

The Verilog Code for above ALU is given below:

// Code your design here

```
module alu(A, B, SEL, OUT);
```

```
    input [3:0] A, B;
```

```
    input [2:0] SEL;
```

```
    output [7:0] OUT;
```

```
    reg [7:0] OUT;
```

```
    always @* begin
```

```
        case(SEL)
```

```
            3'b000: begin
```

```
                OUT <= 8'b00000000;
```

```
            end
```

```
            3'b001: begin
```

```
                OUT <= A + B;
```

```
            end
```

```
3'b010: begin
    OUT <= A * B;
end
3'b011: begin
    OUT <= 8'b00000000;
    OUT[3:3] <= A[2:2];
    OUT[2:2] <= A[1:1];
    OUT[1:1] <= A[0:0];
    OUT[0:0] <= A[3:3];
end
3'b100: begin
    OUT <= 8'b00000000;
    OUT[3:3] <= A[0:0];
    OUT[2:2] <= A[3:3];
    OUT[1:1] <= A[2:2];
    OUT[0:0] <= A[1:1];
end
3'b101: begin
    OUT <= (A > B)?8'b00000001:8'b00000000;
end
3'b110: begin
    OUT <= (A == B)?8'b00000001:8'b00000000;
end
3'b111: begin
    OUT <= 8'b00000001;
end
endcase
end
endmodule
```

Testbench designed for testing above code:

// Code your testbench here

// or browse Examples

```
module main();
```

```
    reg [3:0] A, B;
```

```
    reg [2:0] SEL;
```

```
    wire [7:0] OUT;
```

```
    integer k;
```

```
    alu dut(.A(A), .B(B), .SEL(SEL), .OUT(OUT));
```

```
    initial begin
```

```
        $dumpfile("dump.vcd");
```

```
        $dumpvars(1);
```

```
    end
```

```
    initial begin
```

```
        A = 12;
```

```
        B = 11;
```

```
        SEL = -1;
```

```
        for (k=0;k<=7;k=k+1) begin
```

```
            SEL = SEL + 3'b001;
```

```
            #10;
```

```
        end
```

```
        $finish();
```

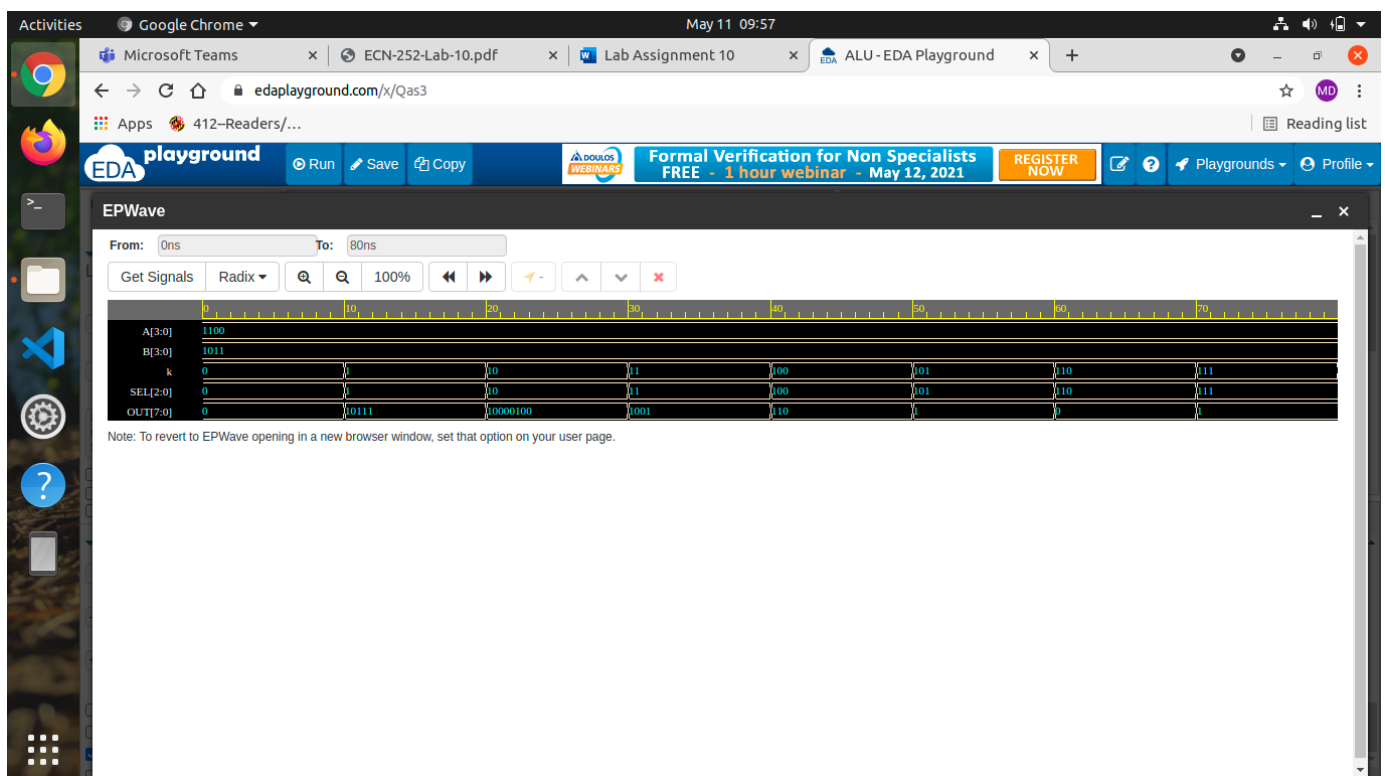
```
    end
```

```
endmodule
```

Now in above code we have adopted following conventions:

- Input A and B are 4-bit numbers.
- Input SEL is a 3-bit number.
- Output OUT is defined to be a 8-bit number. However, this 8-bits is only complete utilised in case of multiplications. In case of addition only last 5-bits are needed. In case of left rotation and right rotation only last 4-bits are needed. In remaining four cases only least significant bit of OUT is important.

Screenshot of waveform with  $A = (12)_{10}$  and  $B = (11)_{10}$  is given below:



Now in the testbench designed,  $A = (1100)_2$  and  $B = (1011)_2$ . Based on above snapshot, we have following result:

- When  $SEL = (000)_2$ ,  $OUT = (0)_2$ .
- When  $SEL = (001)_2$ ,  $OUT = (10111)_2$ .
- When  $SEL = (010)_2$ ,  $OUT = (10000100)_2$ .
- When  $SEL = (011)_2$ ,  $OUT = (1001)_2$ .
- When  $SEL = (100)_2$ ,  $OUT = (110)_2$ .
- When  $SEL = (101)_2$ ,  $OUT = (1)_2$ .
- When  $SEL = (110)_2$ ,  $OUT = (0)_2$ .
- When  $SEL = (111)_2$ ,  $OUT = (1)_2$ .

It can be observed that obtained value is same as the expected value. Thus, the corresponding Verilog Code is functioning correctly.