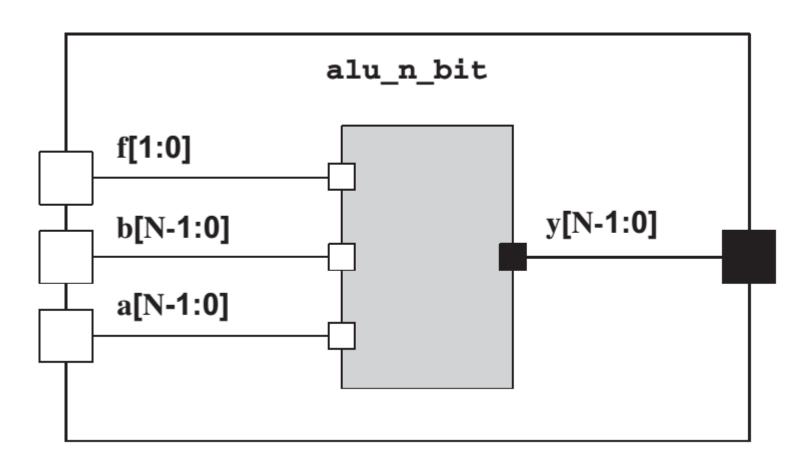
آزمایشگاه سیستم های دیجیتال2

آزمایش 6

واحد محاسبه و منطق (ALU)

# **Assign Statements**

#### **ALU N bit**



# **Assign Statements**

#### **ALU N bit**

```
module alu_n_bit (a, b, f, y );
   parameter N=4;
   input [N-1:0] a, b;
   input [1:0] f;
   output [N-1:0] y;
   reg [N-1:0] y;
   always @ (a, b, f)
   begin
      casez (f)
         2'b00 : y = a + b;
         2'b01 : y = a - b;
         2'b10 : y = a \& b;
         2'b11 : y = a ^ b;
         default: y = 0;
      endcase
   end
```

endmodule

## **Assign Statements**

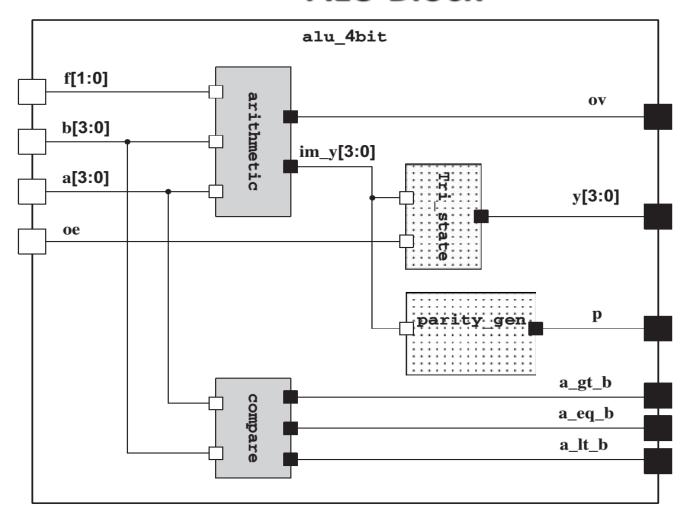
#### **ALU N bit**

```
module test alu;
    // Inputs
    reg [3:0] a;
    reg [3:0] b;
    reg [1:0] f;
    // Outputs
    wire [3:0] y;
    // Instantiate the Unit Under Test
    alu n bit uut (
        .a(a),
        .b(b),
        .f(f),
        .y(y)
```

```
initial begin
        // Initialize Inputs
        a = 0;
       b = 0;
       f = 0;
        #50 a = 4'b0110; b = 4'b1001;
       #50 f = 1;
       #50 f = 2'b10;
       #50 f = 2'b11;
       #50 a = 4'bzzzz; b = 4'b1001;
       #50 f = 0;
        #50 f = 2'b10;
        #50 a = 4'bzzzz; b = 4'bzzzz;
       #50 f = 1;
       #50 f = 2'b00;
        #50 f = 2'b11;
        #50 a = 4'b1110; b = 4'b1001; f = 0;
    end
endmodule
```

## Multi-Function

#### **ALU Block**



# Multi-Function ALU Verilog code 1

```
`timescale 1ns/100ps
module alu_4bit (a, b, f, oe, y, p, ov, a_gt_b,
                         a eq b, a lt b);
   input [3:0] a, b;
   input [1:0] f;
   input oe;
   output [3:0] y;
   output p, ov, a_gt_b, a_eq_b, a_lt_b;
   reg ov, a gt b, a eq b, a lt b;
   reg [4:0] im_y;
```

#### Multi-Function

### **ALU Verilog code 2**

```
always @( a or b or f ) begin : arithmethic
   ov = 1'b0;
   im_y = 0;
   case (f)
      2'b00 :
         begin
            im_y = a + b;
            if ( im_y>5'b01111 ) ov = 1'b1;
         end
      2'b01:
         begin
            im y = a - b;
            if ( im y>5'b01111 ) ov = 1'b1;
         end
      2'b10 : im_y[3:0] = a \& b;
      2'b11 : im_y[3:0] = a ^ b;
      default: im_y[3:0] = 4'b0000;
   endcase
end
```

# Multi-Function ALU Verilog code 3

```
always @( a or b ) begin : compare
    if ( a > b ) { a_gt_b, a_eq_b, a_lt_b } = 3'b100;
    else if ( a < b ) { a_gt_b, a_eq_b, a_lt_b } = 3'b001;
    else { a_gt_b, a_eq_b, a_lt_b } = 3'b010;
    end

assign p = ^ im_y[3:0];

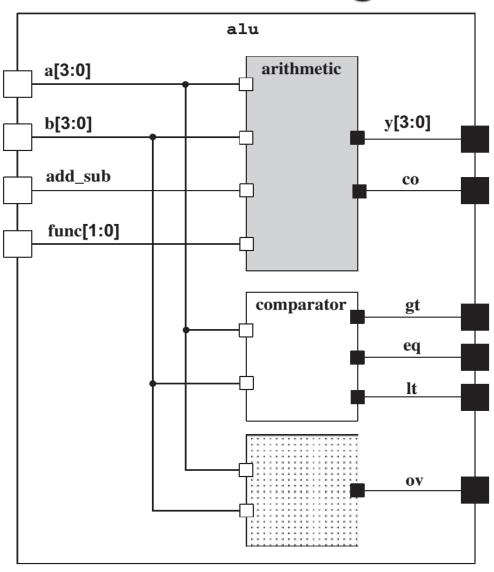
assign y = oe ? im_y[3:0] : 4'bz;</pre>
endmodule
```

#### **Multi-Function ALU**

```
module tb alu;
                                        Testbench
    // Inputs
    reg [3:0] a;
    reg [3:0] b;
    reg [1:0] f;
    reg oe;
    // Outputs
    wire [3:0] y;
    wire p;
    wire ov;
    wire a gt b;
    wire a eq b;
    wire a lt b;
    // Instantiate the Unit Under Test
    alu 4bit uut (
       .a(a),
        .b(b),
        .f(f),
        .oe(oe),
        .у(у),
        , (q) q.
        .ov(ov),
        .a_gt_b(a_gt_b),
        .a eq b(a eq b),
        .a lt b(a lt b));
```

```
initial begin
       // Initialize Inputs
       a = 0;
       b = 0;
       f = 0;
       oe = 0;
       #50 a = 4'b1010 ; b = 4'b0101;
       #50 oe = 1;
       #50 f = 1;
       #50 f = 2;
       #50 f = 3;
       #50 oe = 0;
       #50 a = 4'b0010 ; b = 4'b0100; f = 0;
       #50 oe = 1;
       #50 f = 1;
       #50 f = 2;
       #50 f = 3;
       #50 oe = 0;
       #50 a = 4'b1110 ; b = 4'b1110; f = 0;
       #50 oe = 1;
       #50 f = 1;
       #50 f = 2;
       #50 f = 3;
       #50 oe = 0;
   end
endmodule
```

# **ALU Block Diagram**



## **ALU Block Diagram**

### **ALU verilog code 1**

```
module compartor ( a, b, gt, eq, lt );
  input [3:0] a, b;
  output gt, eq, lt;
  assign gt = (a>b) ? 1'b1 : 1'b0;
  assign eq = (a==b) ? 1'b1 : 1'b0;
  assign lt = (a<b) ? 1'b1 : 1'b0;</pre>
```

endmodule

## **ALU Block Diagram**

## **ALU verilog code 2**

```
module alu ( a, b, add_sub, func, y, co, gt, eq, lt, ov );
  input [3:0] a, b;
  input add_sub;
  input [1:0] func;
  output [3:0] y;
  reg [3:0] y;
  output co, gt, eq, lt, ov;
  reg co;
```

## **ALU Block Diagram**

## **ALU verilog code 3**

```
always @( a or b or add_sub or func ) : arithmetic
    case (func)
        2'b00 :
        if (add_sub) { co, y } = a - b;
        else { co, y } = a + b;
        2'b01 : { co, y } = { 1'b0, a };
        2'b10 : { co, y } = { 1'b0, a & b };
        2'b11 : { co, y } = { 1'b0, ~a };
        default: { co, y } = , 5'b000000 ;
        endcase
```

## **ALU Block Diagram**

## **ALU verilog code 4**

```
assign ov = (func==2'b00)
           ? ((a[3] & b[3] & ~y[3]) | (~a[3] & ~b[3] & y[3]))
           : 1'b0;
endmodule
```

## **ALU Block Diagram**

#### **ALU Test 1**

```
module tb_alu;
    // Inputs
    reg [3:0] a;
    reg [3:0] b;
    reg add sub;
    reg [1:0] func;
    // Outputs
    wire [3:0] y;
    wire co;
    wire gt;
    wire eq;
    wire lt;
    wire ov;
```

## **ALU Block Diagram**

#### **ALU Test 2**

## **ALU Block Diagram**

#### **ALU Test 3**

```
initial begin
        // Initialize Inputs
        a = 0;
         b = 0;
         add sub = 0;
         func = 0;
         #50 a = 4'b1010; b = 4'b0101;
         #50 add sub = 1;
         #50 \text{ func} = 1;
         #50 \text{ func} = 2;
         #50 \text{ func} = 3;
         #50 a = 4'b1110; b = 4'b1110; add_sub = 0; func = 0;
         #50 add sub = 1;
         #50 \text{ func} = 1;
         #50 \text{ func} = 2;
        #50 \text{ func} = 3;
         #50 a = 4'b0110; b = 4'b1010; add sub = 0; func = 0;
         #50 add sub = 1;
         #50 \text{ func} = 1;
         #50 \text{ func} = 2;
         #50 \text{ func} = 3;
    end
endmodule
```