Design of Digital Circuits: Lab Report												
Lab 5: Implementing an ALU												
Date	11.04.2018	Grade										
Names	David Zowikofer											
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You have to submit this report via Moodle.

Use a zip file or tarball that contains the report and any other required material. Only one member from each group should submit the report. All members of the group will get the same grade.

The name of the submitted file should be Lab1_LastName1_LastName2.zip (or .tar), where LastName1 and LastName2 are the last names of the members of the group.

Exercise 1. Replacing the Adder with your Adder from Lab 2

In the lab Manual, you learned how to design an ALU and how to find out about its area. In this exercise, instead of using + for the adder in your ALU, use the adder you designed in Lab 2. To do so, you first need to build a 32-bit adder using the instances of the 4-bit adder you have built.

As you read in Chapter 5 of H&H book, hardware description languages provide the operation to specify a carry propagate adder. Modern synthesis tools select among many possible implementations, choosing the cheapest (smallest) design that meets the speed requirements. This greatly simplifies the designer's job.

Compare the area of the ALU in this exercise with the area you obtained from the ALU you designed in the manual and write about your conclusions based on this observation.

Note: For lab 6, you need to keep using the ALU you designed in the manual, not in this report.

Feedback

If you have any comments about the exercise please add them here: mistakes in the text, difficulty level of the exercise, or anything that will help us improve it for the next time.

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