BIRZEIT UNIVERSITY

First Semester, 2022/2023

Digital Systems ENCS234 – **Verilog Project**

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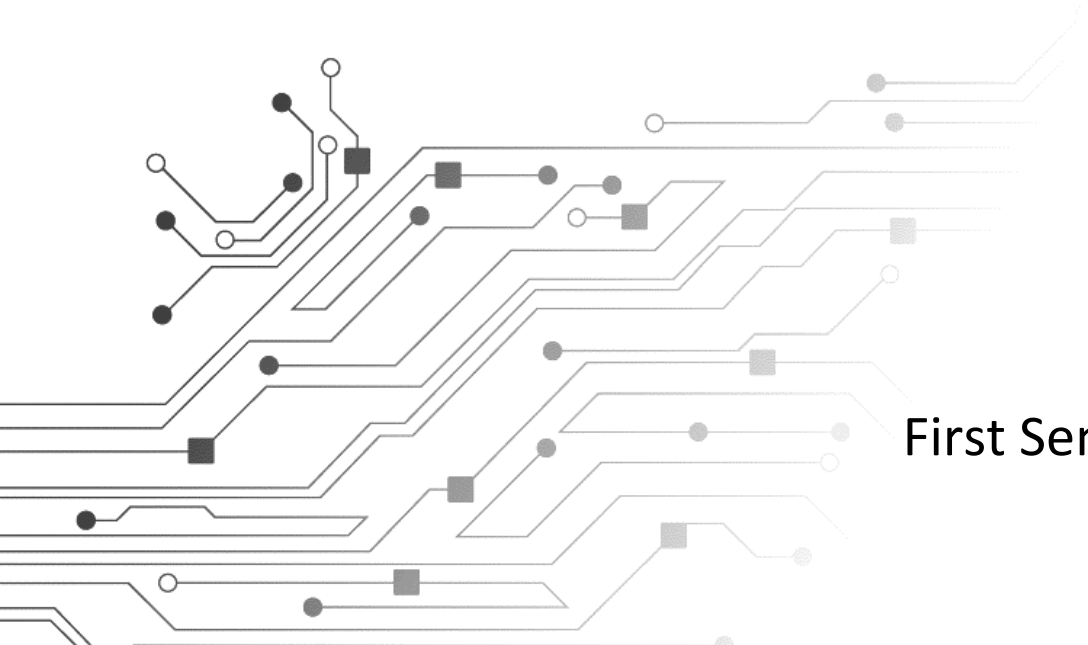


a) Specify the size of the output (O) in bits so the overflow can never occur.

Based on the operations that are represented:

The operation that may requires most extra bits so that overflow does not occur is at **C = 001**
Because when adding or subtracting two n-bit numbers with same sign may produce a final carry that it has to be stored in an extra bit, and from multiplying the number by two this requires also another extra bit
➔**So the output has to be n+2 bits**

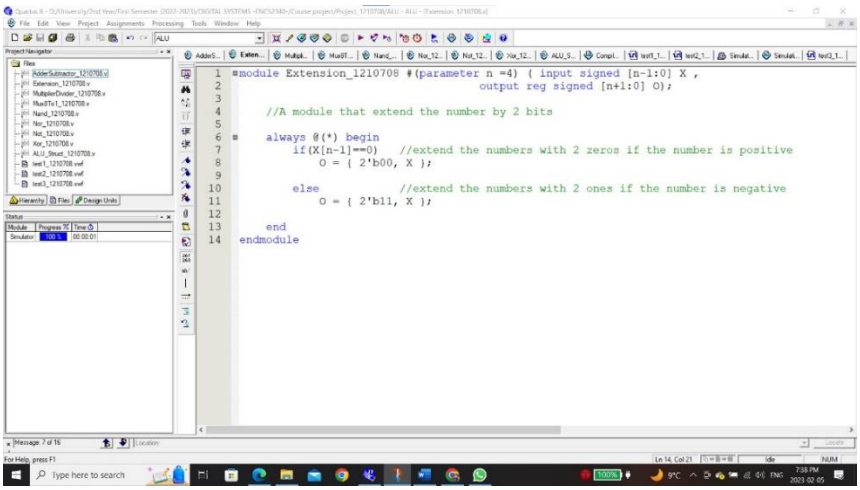
b) Show the ALU implementation using medium-scale integration (MSI) components and minimum number of gates (i.e., in blocks with their sizes). Note that, you might use some kind of extension (sign- or zero-extension).

For implementing this ALU we need:

1. Sign- Or Zero-Extension Module.
2. Adder / Subtractor Module.
3. Multiplier / Divider Module.
4. 8 to 1 Multiplexer Module.
5. Nand Module.
6. Not Module.
7. Nor Module
8. Xor Module.

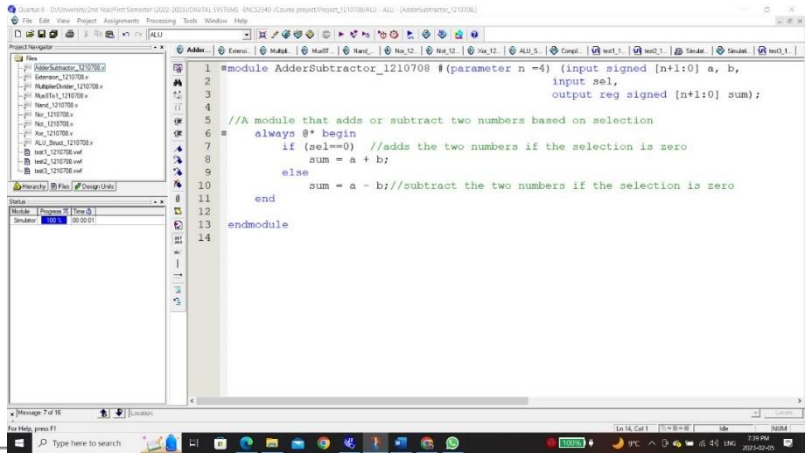
c) Write behavioral Verilog modules for your elements you defined in Part (b). Be noted that the size of every element you define should be parameterized, so that you can vary the design during the testing phase.

1. Sign- Or Zero-Extension Module.



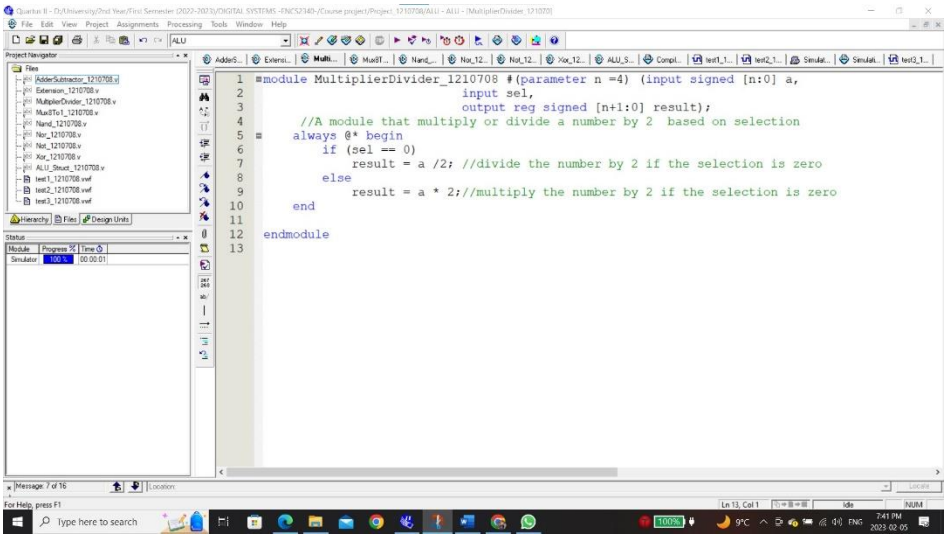
```
module Extension_1210708 #(parameter n =4) ( input signed [n-1:0] X ,
                                              output reg signed [n+1:0] O);

    //A module that extend the number by 2 bits

    always @(*) begin
        if(X[n-1]==0)   //extend the numbers with 2 zeros if the number is positive
            O = { 2'b00, X };

        else            //extend the numbers with 2 ones if the number is negative
            O = { 2'b11, X };

    end
endmodule
```

2. Adder / Subtractor Module.



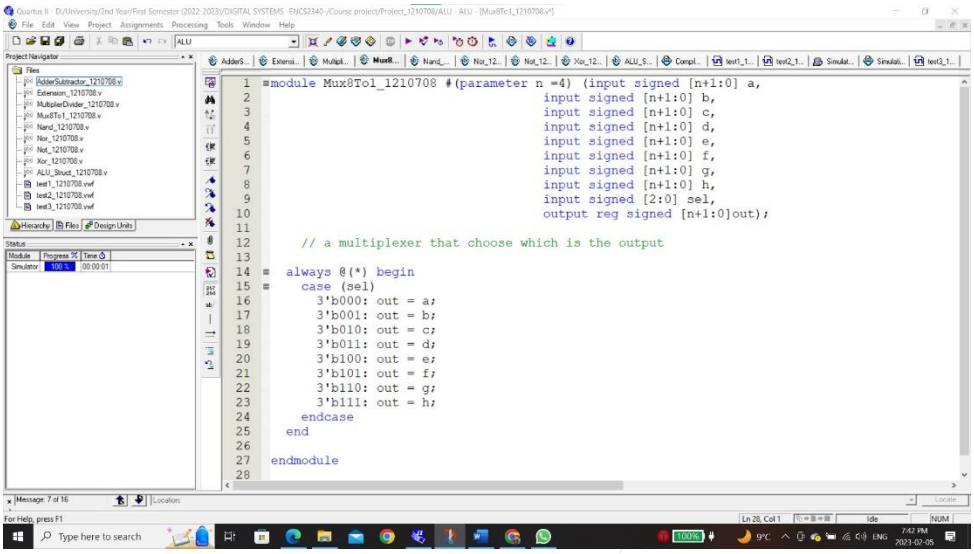
```
module AdderSubtractor_1210708 #(parameter n =4) (input signed [n+1:0] a, b,
                                                   input sel,
                                                   output reg signed [n+1:0] sum);

//A module that adds or subtract two numbers based on selection
    always @* begin
        if (sel==0)  //adds the two numbers if the selection is zero
            sum = a + b;
        else
            sum = a - b;//subtract the two numbers if the selection is zero
    end

endmodule
```

3. Multiplier / Divider Module.



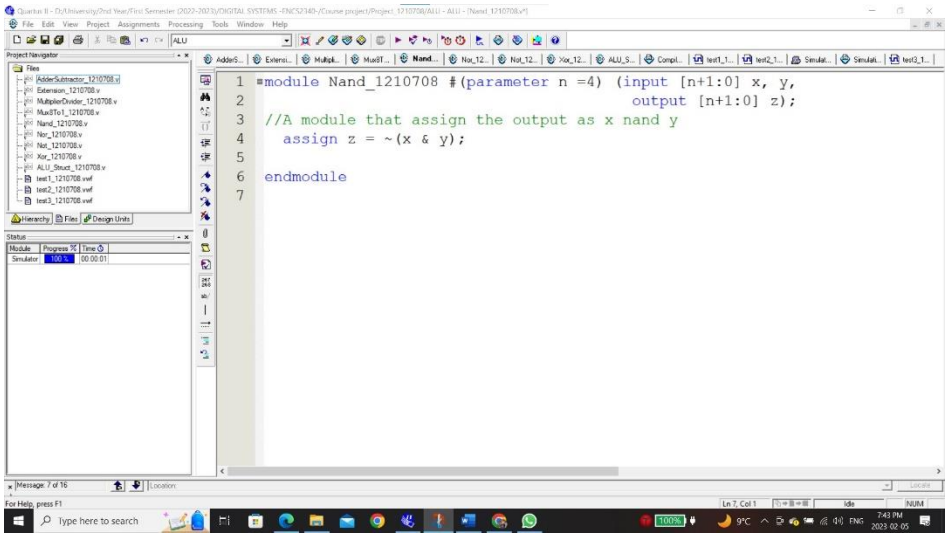
```
module MultiplierDivider_1210708 #(parameter n =4) (input signed [n:0] a,
                                                    input sel,
                                                    output reg signed [n+1:0] result);
    //A module that multiply or divide a number by 2  based on selection
    always @* begin
        if (sel == 0)
            result = a /2; //divide the number by 2 if the selection is zero
        else
            result = a * 2;//multiply the number by 2 if the selection is zero
    end

endmodule
```

4. 8 to 1 Multiplexer Module.

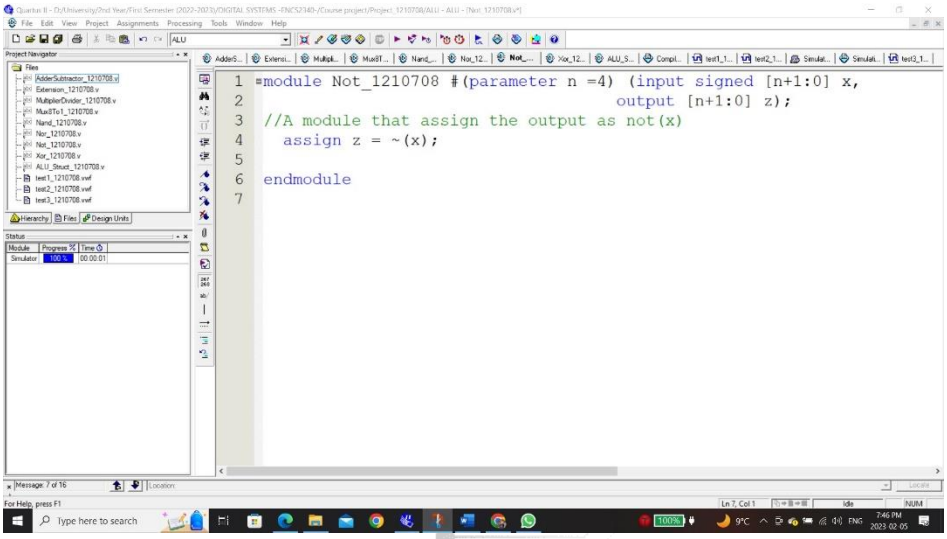


```
module Mux8To1_1210708 #(parameter n =4) (input signed [n+1:0] a,
                                          input signed [n+1:0] b,
                                          input signed [n+1:0] c,
                                          input signed [n+1:0] d,
                                          input signed [n+1:0] e,
                                          input signed [n+1:0] f,
                                          input signed [n+1:0] g,
                                          input signed [n+1:0] h,
                                          input signed [2:0] sel,
                                          output reg signed [n+1:0]out);

    // a multiplexer that choose which is the output

  always @(*) begin
    case (sel)
      3'b000: out = a;
      3'b001: out = b;
      3'b010: out = c;
      3'b011: out = d;
      3'b100: out = e;
      3'b101: out = f;
      3'b110: out = g;
      3'b111: out = h;
    endcase
  end

endmodule
```

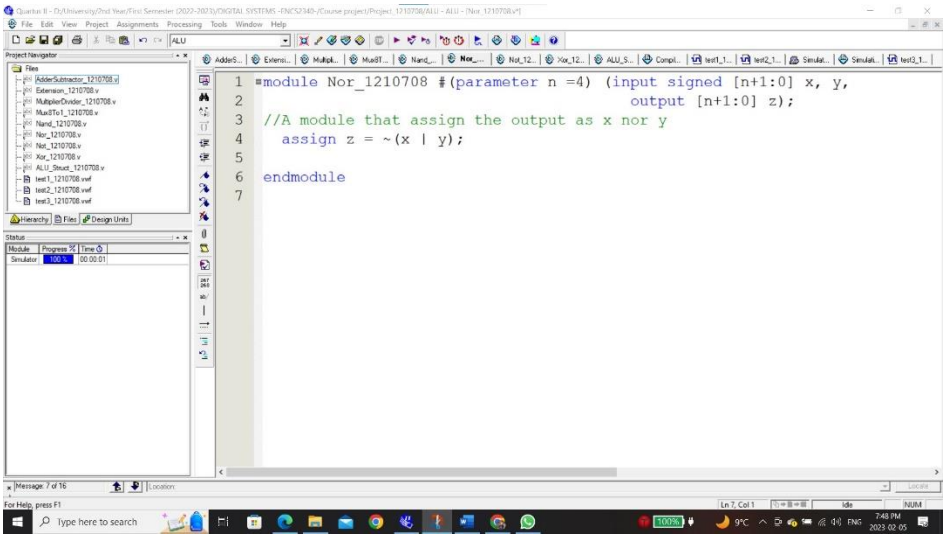
5. Nand Module.



6. Not Module.

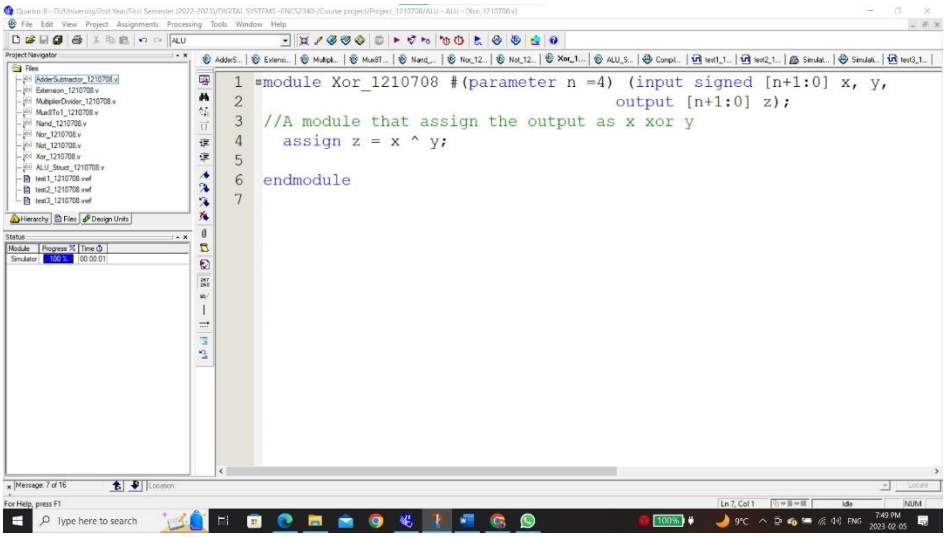


7. Nor Module



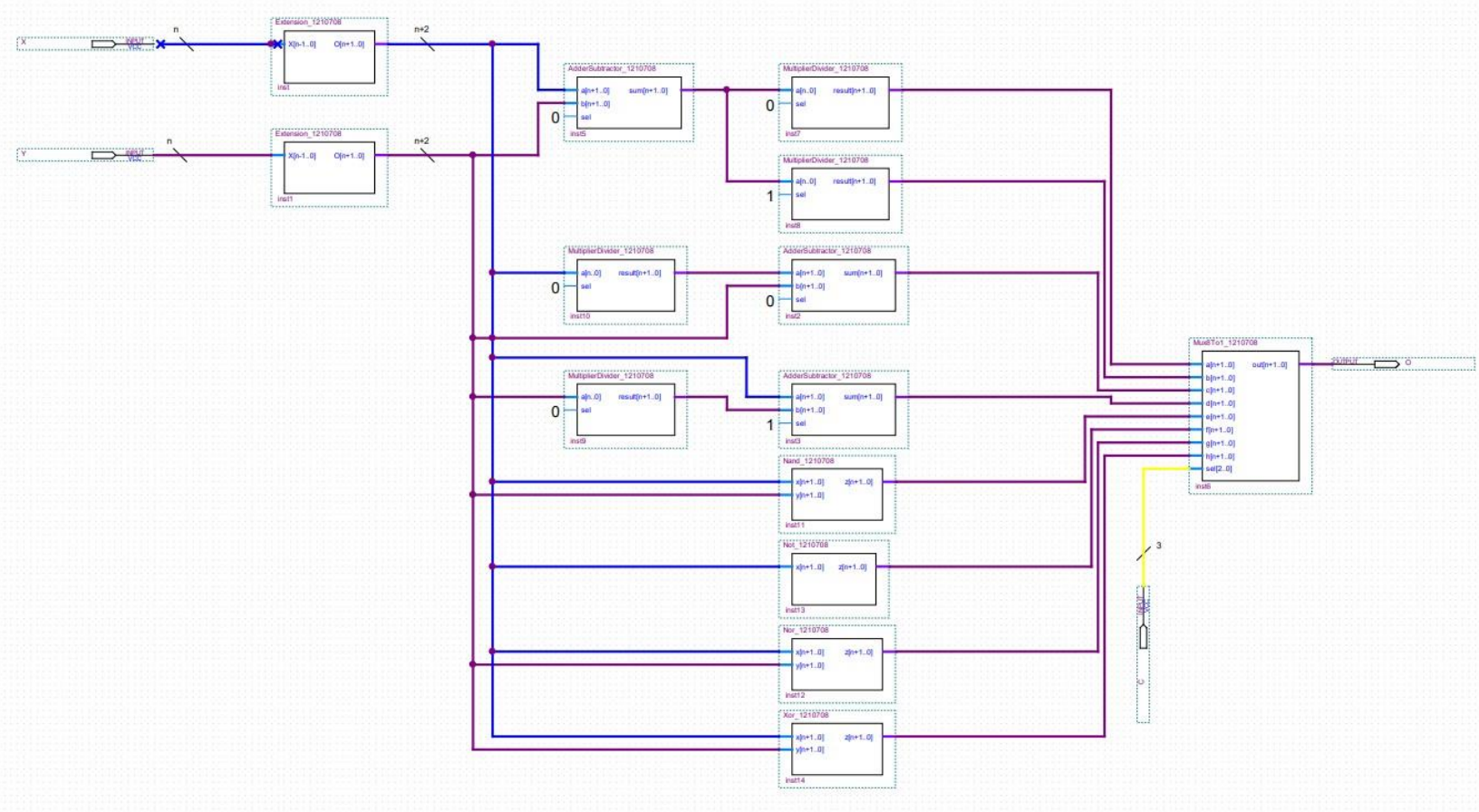
```
module Nor_1210708 #(parameter n =4) (input signed [n+1:0] x, y,
                                      output [n+1:0] z);
//A module that assign the output as x nor y
  assign z = ~(x | y);

endmodule
```

8. Xor Module.

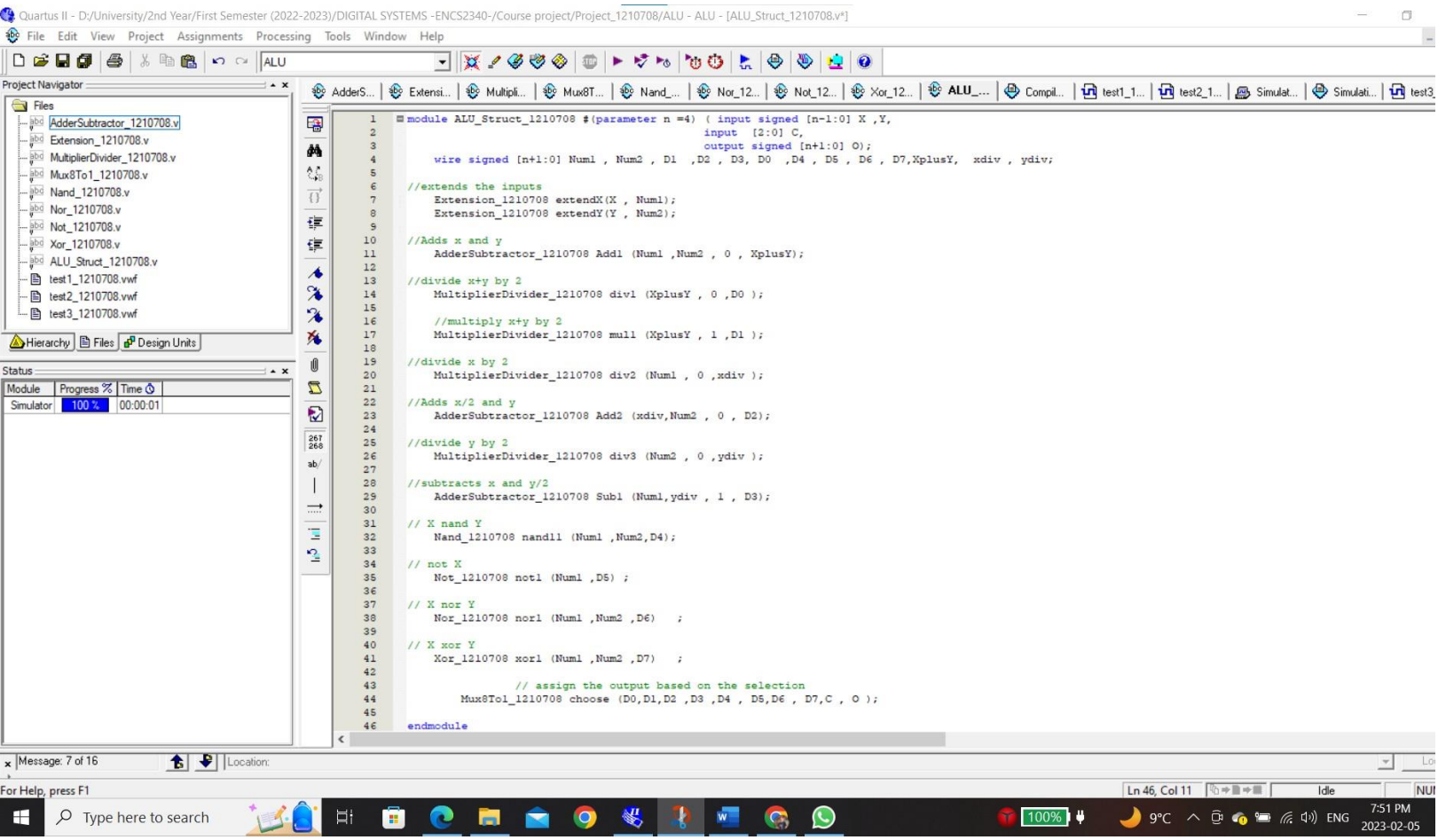


```
module Xor_1210708 #(parameter n =4) (input signed [n+1:0] x, y,
                                      output [n+1:0] z);
//A module that assign the output as x xor y
  assign z = x ^ y;

endmodule
```

The Block Diagram For the ALU:



d) Write a structural Verilog model for your ALU designed in Part (b) using the elements you defined in Part (c).



e) Generate the waveforms of the ALU defined in Part (d), assumes that X and Y are 4-bits and their values based on your student ID should be set as follows:

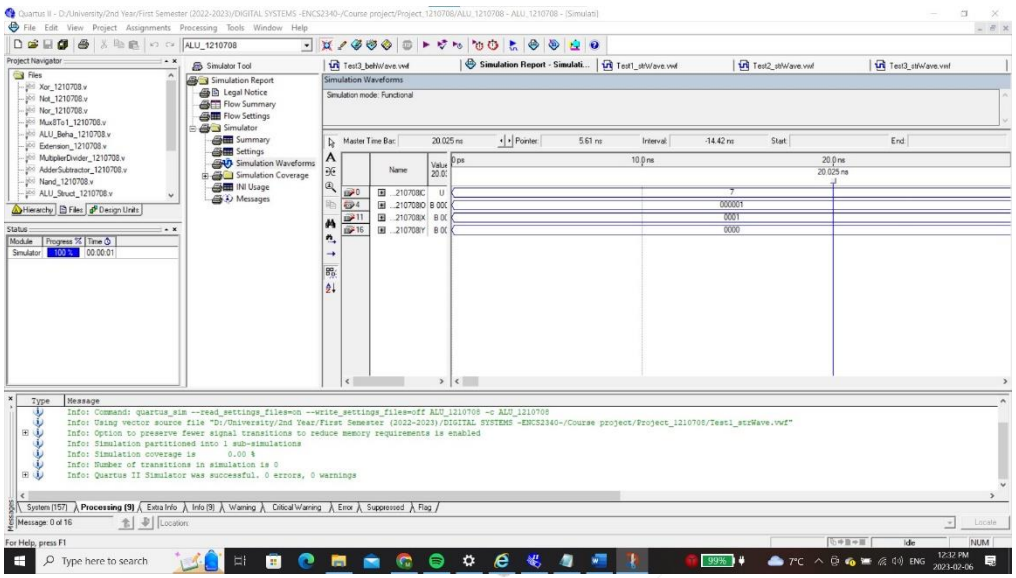
The general representation of the student ID is 1C2Y2X2C1Y1X1:

My ID: 1 2 1 0 7 0 ~~8~~ 1

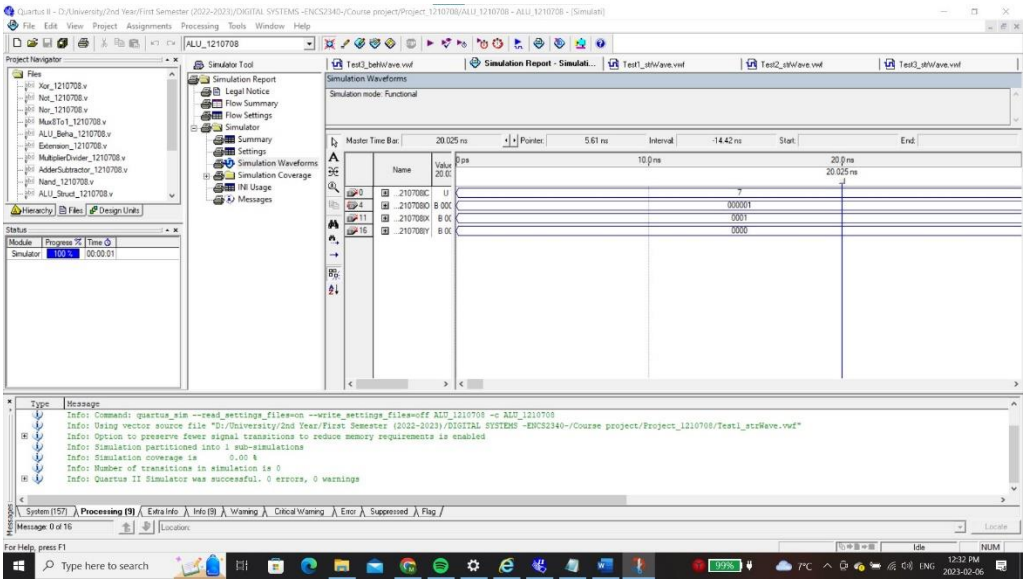
1 C2 Y2 X2 C1 Y1 X1

Test	X	Y	C	O
1	X1 = 1	Y1 = 0	C1 = 7	(1) XOR (0) = 1
2	X2 = 0	Y2 = 1	C2 = 2	(0/2)+1 = 1
3	X3 = -X1= -1	Y3 = -Y1= 0	C3 = C2 = 2	(-1/0)+0 = 0

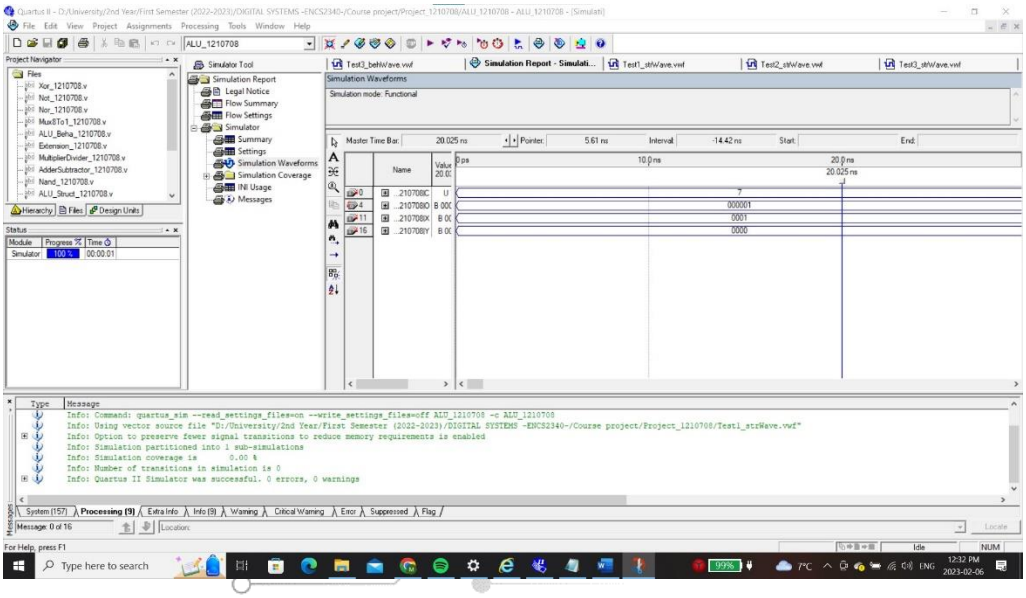
Test 1 Wave Form.



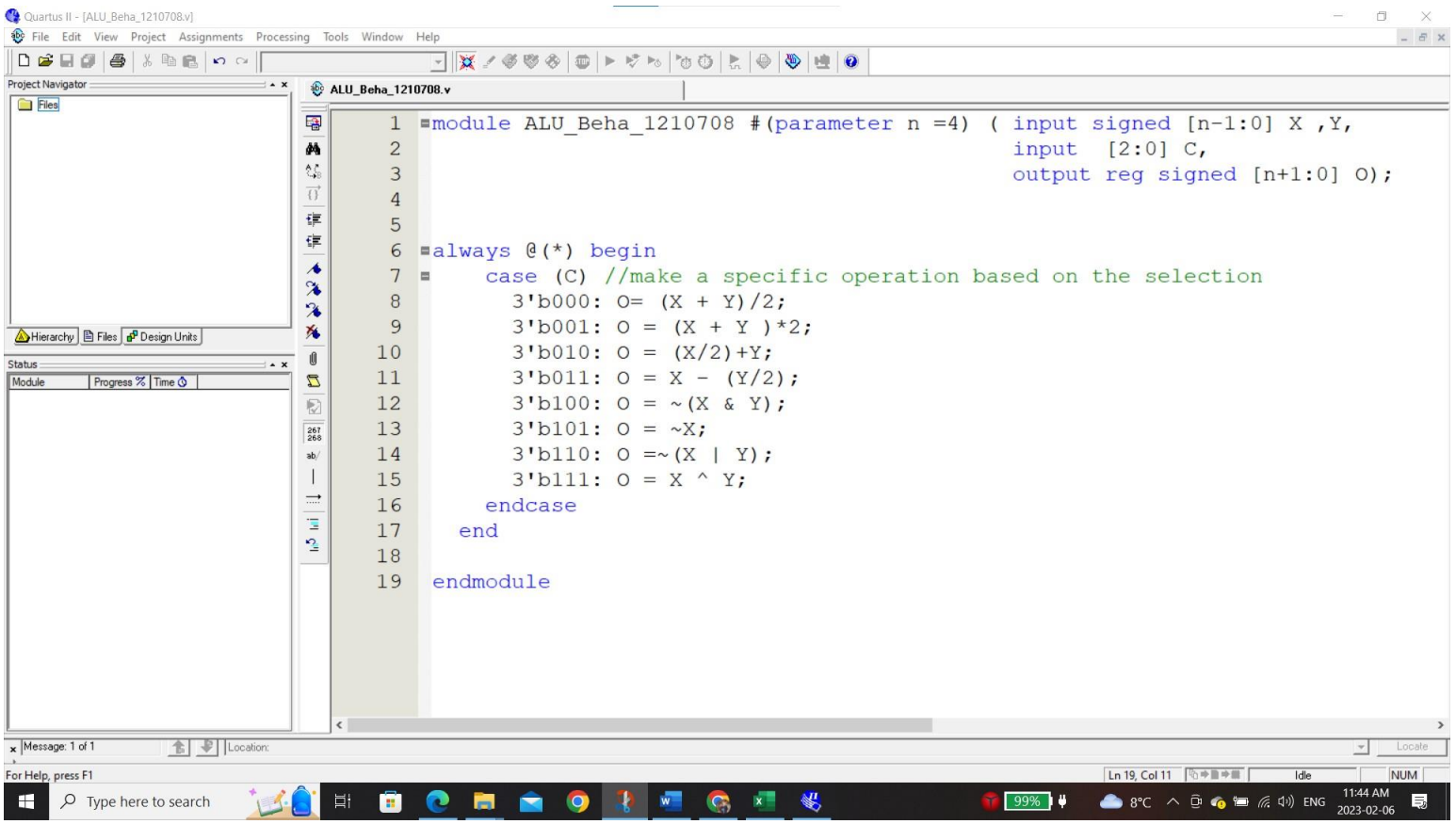
Test 2 Wave Form.



Test 3 Wave Form.



f) Write a single behavioral Verilog module that models the designed ALU.




```
1  module ALU_Beha_1210708 #(parameter n =4) ( input signed [n-1:0] X ,Y,
2                                              input  [2:0] C,
3                                              output reg signed [n+1:0] O);
4
5
6  always @(*) begin
7      case (C) //make a specific operation based on the selection
8        3'b000: O= (X + Y)/2;
9        3'b001: O = (X + Y )*2;
10       3'b010: O = (X/2)+Y;
11       3'b011: O = X - (Y/2);
12       3'b100: O = ~(X & Y);
13       3'b101: O = ~X;
14       3'b110: O =~(X | Y);
15       3'b111: O = X ^ Y;
16     endcase
17   end
18
19 endmodule
```

g) Generate the waveforms of the behavioral ALU defined in Part (f), assumes that X and Y are 4-bits and their values based on your student ID should be set as follows:

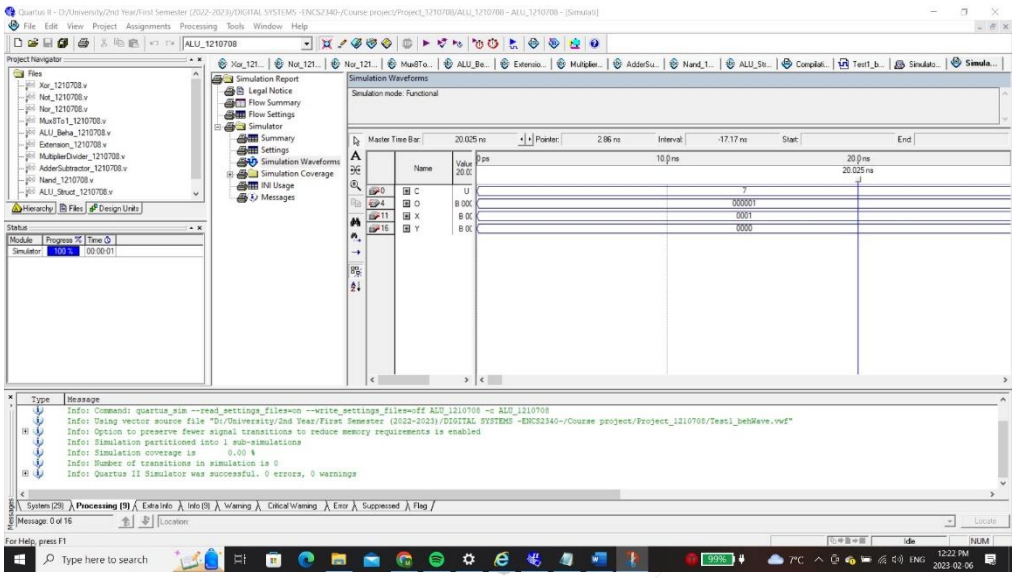
The general representation of the student ID is 1C2Y2X2C1Y1X1:

My ID: 1 2 1 0 7 0 ~~8~~ 1

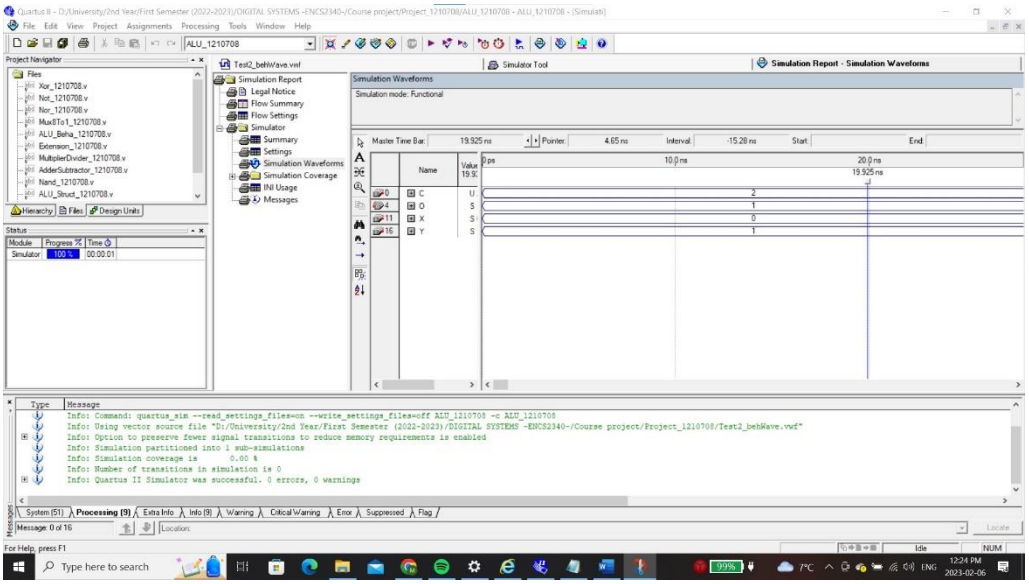
1 C2 Y2 X2 C1 Y1 X1

Test	X	Y	C	O
1	X1 = 1	Y1 = 0	C1 = 7	(1) XOR (0) = 1
2	X2 = 0	Y2 = 1	C2 = 2	(0/2)+1 = 1
3	X3 = -X1= -1	Y3 = -Y1= 0	C3 = C2 = 2	(-1/0)+0 = 0

Test 1 Wave Form.



Test 2 Wave Form.



Test 3 Wave Form.