

## Lab 3: Arithmetic Logic Unit (ALU)

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# Introduction

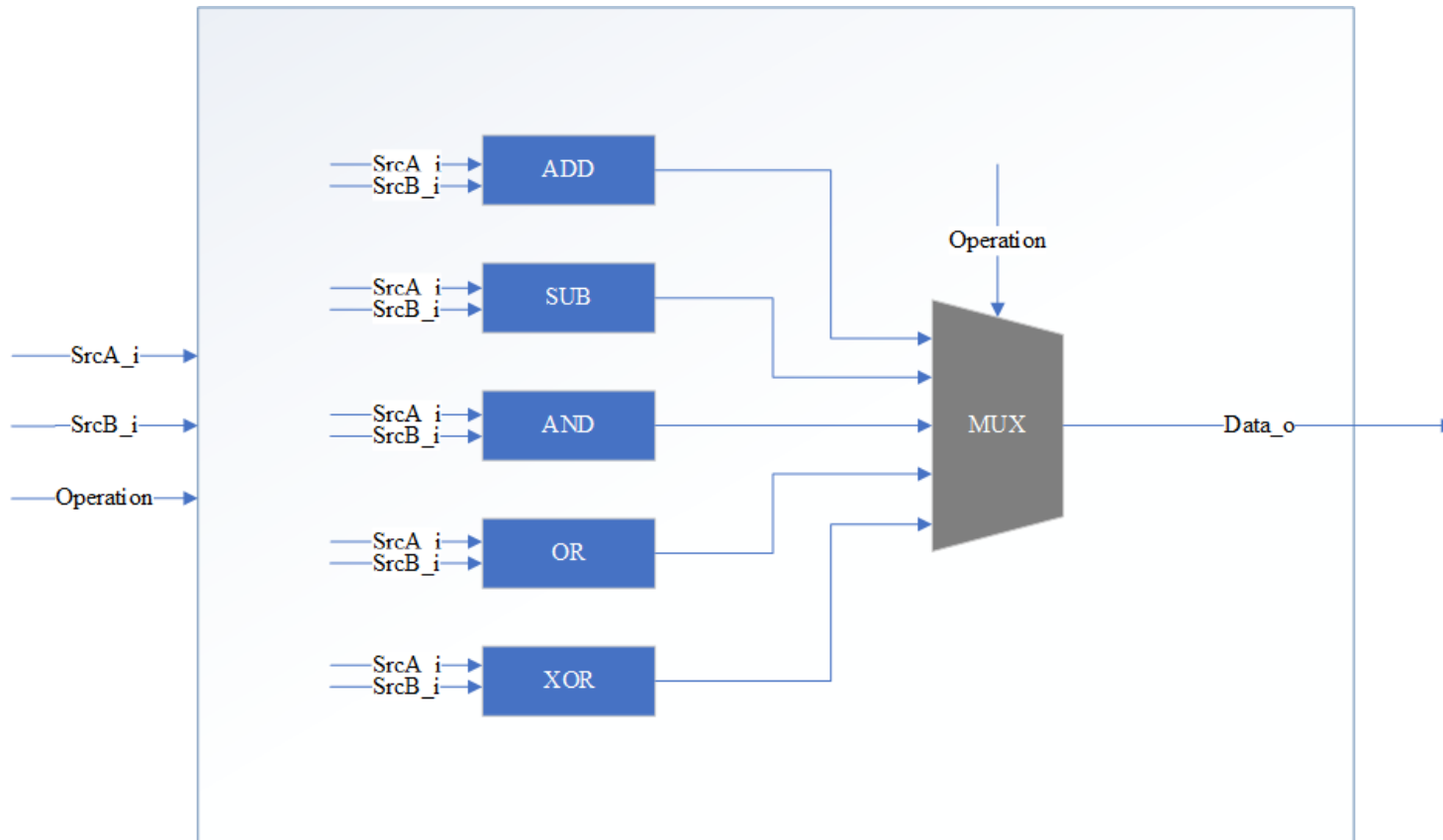
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- An arithmetic logic unit (ALU) is a digital circuit used to perform arithmetic and logic operations.
- In this lab, you will design a fixed-point ALU that supports signed addition, signed subtraction, signed multiplication, signed division and unsigned sorting.



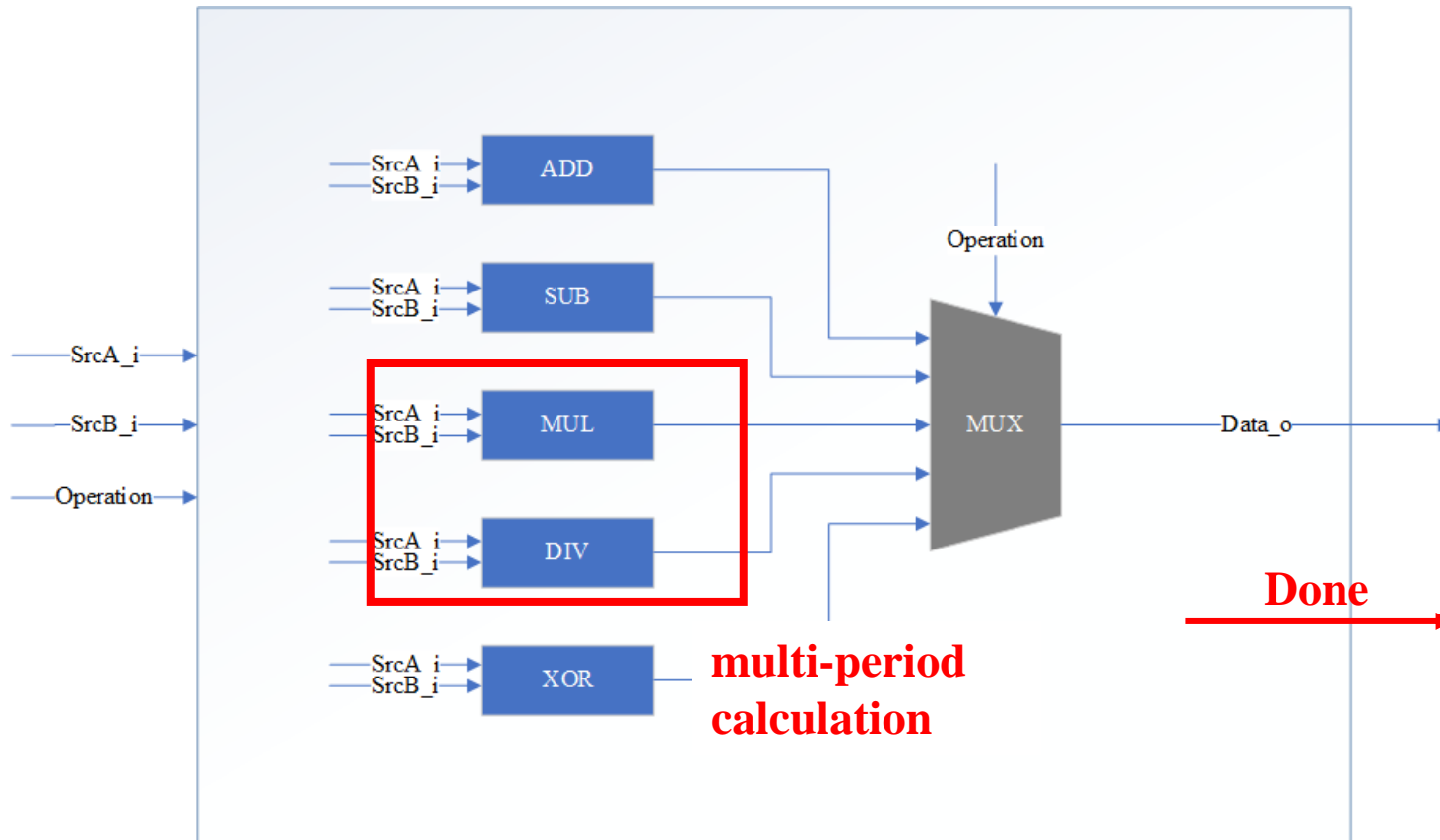
# Introduction

- This is a basic ALU that performs simple and logic operations.



# Introduction

- This is an advanced ALU that includes multi-period calculation.



# Hardware Description

## ■ Instruction

Fixed-Point Operation	Operation Code	Description	Note
Signed Addition	3'b000	$\text{data\_o} = \text{srcA\_i} + \text{srcB\_i}$	Output saturation is needed.
Signed Subtraction	3'b001	$\text{data\_o} = \text{srcA\_i} - \text{srcB\_i}$	
Signed Multiplication	3'b010	$\text{data\_o} = \text{srcA\_i} * \text{srcB\_i}$	Output saturation and rounding are needed.
Signed Division	3'b011	$\text{data\_o} = \text{srcA\_i} / \text{srcB\_i}$	The format of data_o is signed $Q_{6.10}$ fixed point.
Sorting Nine Unsigned Numbers	3'b100	Sort nine numbers in ascending order.	The format of numbers are unsigned $Q_{6.10}$ fixed point.

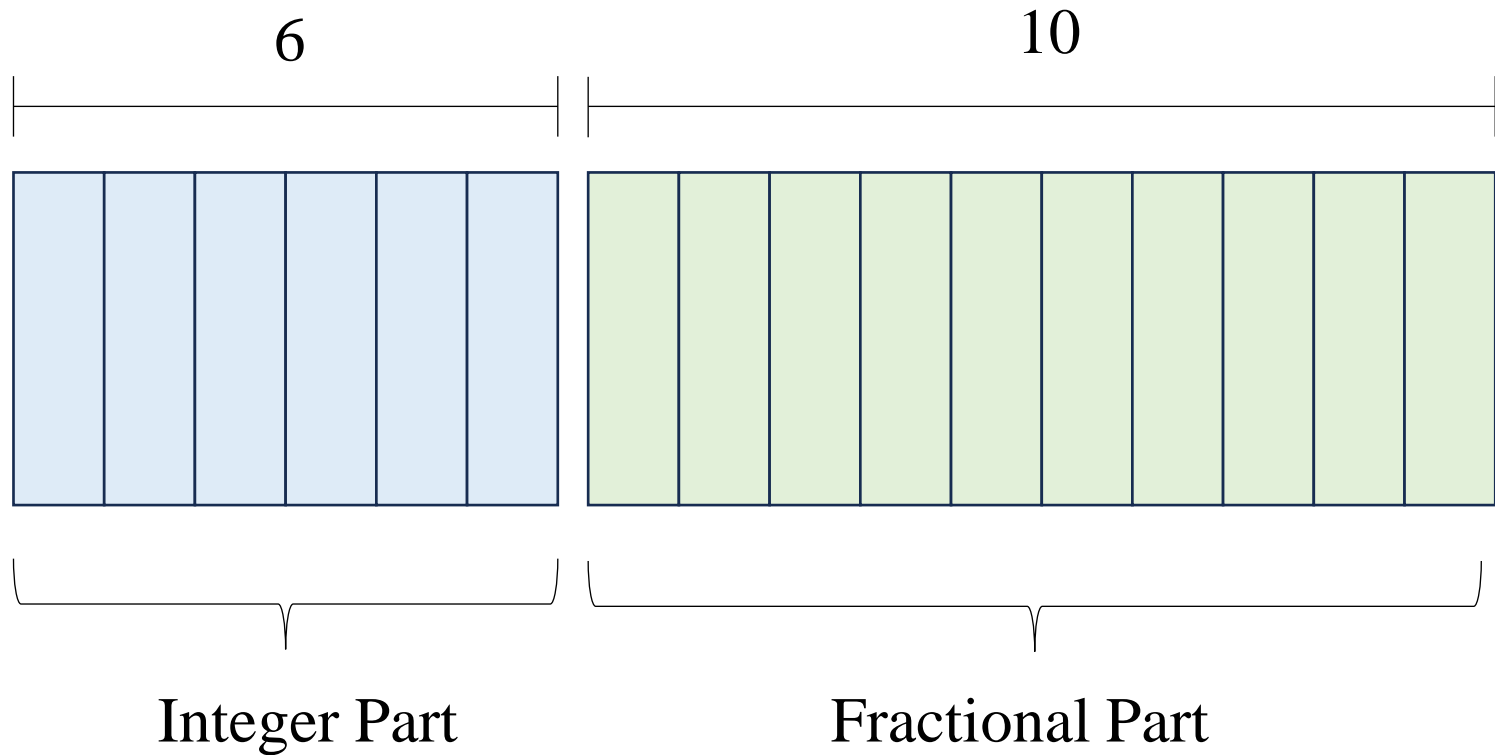
# Hardware Description

## ■ I/O Information

Signal	I/O	Width	Description
clk	I	1	clock signal
rst	I	1	Active-high reset
operation	I	3	Operation code
done	O	1	Indicates ALU operation is complete
srcA_i	I	16	Signed $Q_{6.10}$ fixed-point number
srcB_i	I	16	
sortNum0~8_i	I	16	Unsigned $Q_{6.10}$ fixed-point number
sortNum0~8_o	O	16	
data_o	O	16	Signed $Q_{6.10}$ fixed-point number

# Lab 3 Implementation

■ Data Format :  $Q_{6.10}$



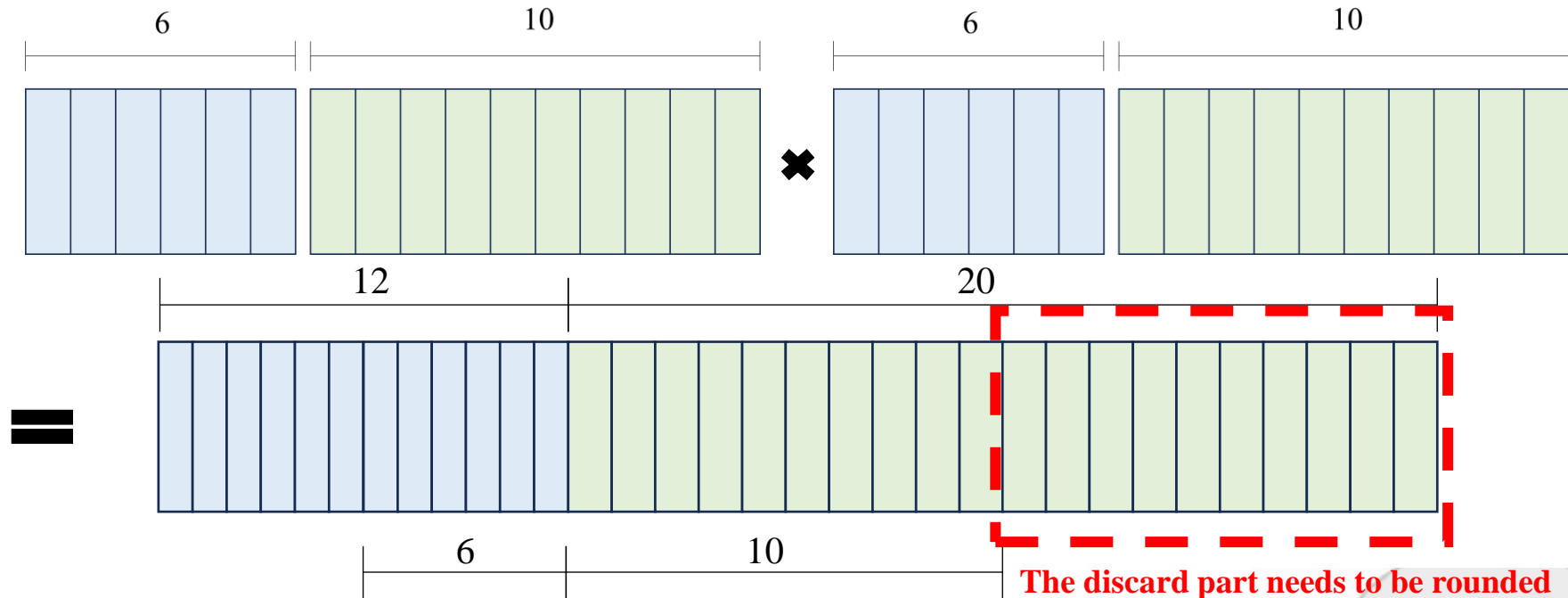


# Lab 3 Implementation

## ■ Saturation

If the result exceeds the range of a 16-bit representation, clamp the values to the maximum or minimum.

## ■ Rounding (round to nearest, ties to even)





# Lab 3 Implementation

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## ■ Multiplication and Division

You should design the multiplication and division hardware yourself and specify your design in the report.

## ■ Sorting (ascending order)

Avoid using a for-loop to solve this problem, and please specify which algorithm you have implemented.



## ■ Grading Policy (100%)

### ◆ Simulation Pass (90 %)

- Signed Addition (18%)
- Signed Subtraction (18%)
- Signed Multiplication (18%)
- Signed Division (18%)
- Signed Sort (18%)

### ◆ Report (10 %)



# Criteria

## ■ Simulation Result

```
*****
** Simulation Start!!! **
*****
```

```
Addition Scenario 0: Pass
Addition Scenario 1: Pass
Addition Scenario 2: Pass
Addition Scenario 3: Pass
```

```
Subtraction Scenario 0: Pass
Subtraction Scenario 1: Pass
Subtraction Scenario 2: Pass
Subtraction Scenario 3: Pass
```

```
Multiplication Scenario 0: Pass
Multiplication Scenario 1: Pass
Multiplication Scenario 2: Pass
Multiplication Scenario 3: Pass
```

```
Division Scenario 0: Pass
Division Scenario 1: Pass
Division Scenario 2: Pass
Division Scenario 3: Pass
```

```
Sorting Scenario 0: Pass
Sorting Scenario 1: Pass
Sorting Scenario 2: Pass
Sorting Scenario 3: Pass
```

[illegible]

===== Your Score is 90.00 / 90.00 =====

```
$finish called from file "/vlsisoc-data/ms113/113NCKU/113joechen777/hdl_lab3/sim/lab3_tb.sv", line 526.
```

```
$finish at simulation time 4300000
```

VCS Simulation Report

Time: 4300000 ps

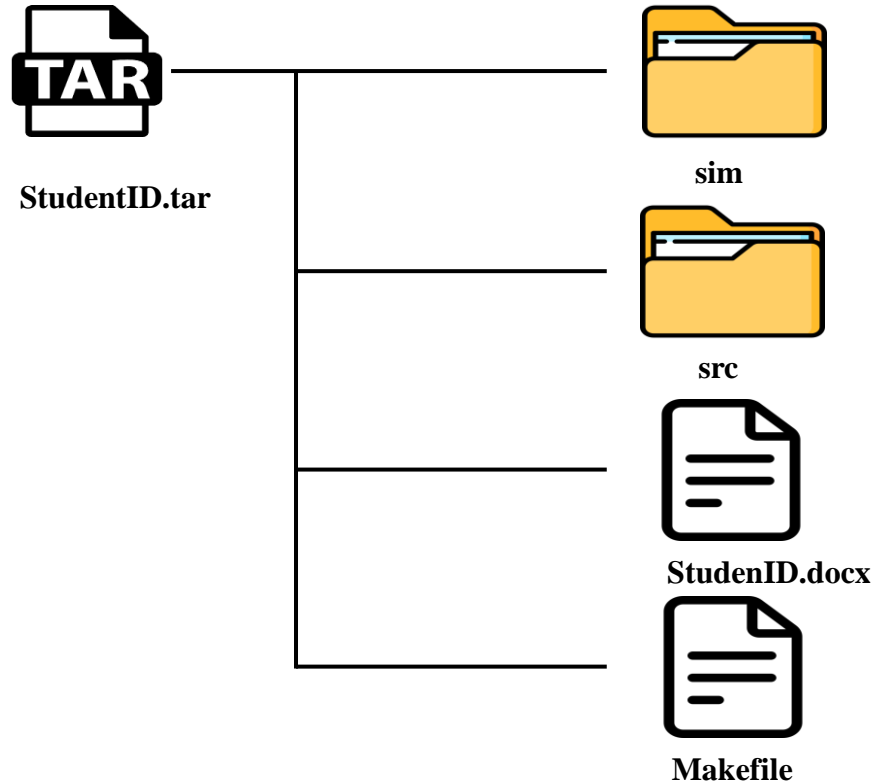
CPU Time: 0.620 seconds; Data structure size: 0.0Mb

Thu Mar 6 01:09:31 2025

```
CPU time: .723 seconds to compile + .720 seconds to elab + .663 seconds to link + .678 seconds in simulation
```



## ■ Requirement & File Format



**Points will be deducted for not following the file submission format.**

# Criteria

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■ Deadline: 2025/04/01 (Tue) 14:00

◆ Late submissions will receive a partial score as follow:

- 1 day late -> 80 %
- 2 day late -> 50 %
- 3 day late -> 20 %
- Over 3 days late - > 0 %

## ■ Commands in Makefile

Situation	Command
RTL simulation	make vcs
Dump Waveform (no array)	make vcs WV=1
Dump Waveform (with array)	make vcs WV=2
Launch nWave	make wave
Delete waveform files	make clean
Compress homework to tar format	make tar