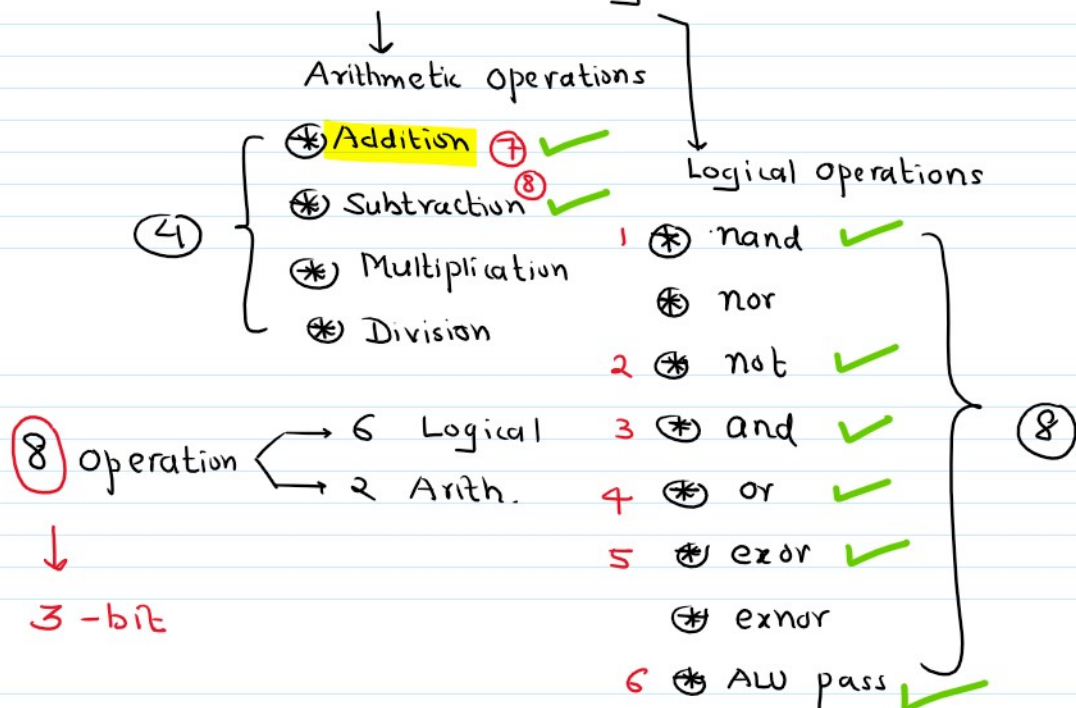


## \* SPPU Assignments (PART-A)

(A.1) 4-bit ALU with Nand, Nor, And, or, ALU Pass → send i/p → o/p

⇒ A.L.U = Arithmetic Logic Unit

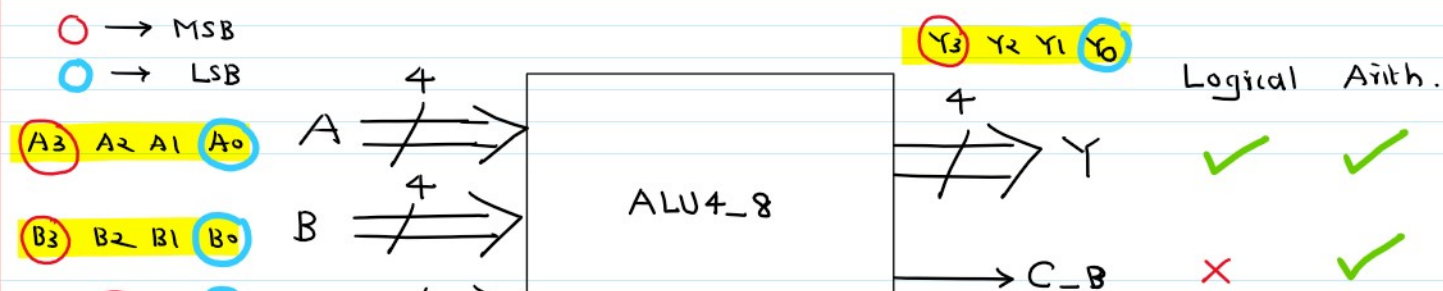


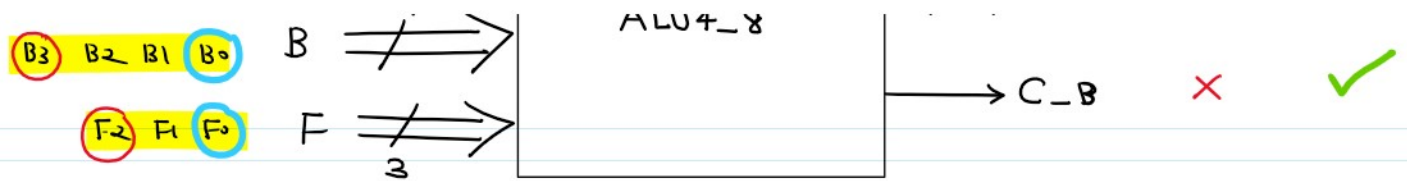
⇒ 4-bit ALU = ALU which can process 4-bits simultaneously  
= Accept 4-bit Binary Number as an i/p  
= Accept 4-bit OPERANDS  
NIBBLE

⇒ n- operations can be performed by an ALU on OPERANDS.

⇒ The FUNCTION LINES (BUS) decides which operation is performed.

## \* BLOCK DIAGRAM OF 4-bit ALU :-





⊛ The Result of Logical operation bet'n 2 n-bit Binary nos. will be n bit Long

⊛ n - Arithmetic n be (n+1) bit Long

$$A = A_3 A_2 A_1 A_0 = 1010$$

$$B = B_3 B_2 B_1 B_0 = 0110$$

$$\begin{array}{r} 1010 \\ + 0110 \\ \hline 1101 \\ 4 \end{array}$$

$$\begin{array}{r} 11 \\ 1010 \\ + 1110 \\ \hline \boxed{1}1000 \\ 5 \end{array}$$

⇒ Addition operation  $\begin{cases} \rightarrow \text{SUM} \\ \rightarrow \text{CARRY} \end{cases}$

⇒ Subtraction operation  $\begin{cases} \rightarrow \text{DIFFERENCE} \\ \rightarrow \text{BORROW} \end{cases}$

⇒ For Logical operations:-

C-B : Neglected

Y : Result

⇒ For Addition operation:-

C-B : CARRY

Y : SUM

⇒ For Subtraction operation:-

C-B : BORROW

Y : DIFFERENCE

⊛⊛ FUNCTION-TABLE :- A = 1010 B = 0110

F			Y	C-B	$\textcircled{Y}$ ↓ 1101 0101 0010 1110 1100 0110 0001 0011
F(2) x	F(1) x/2	F(0) x/4			
0	0	0	$\overline{A \cdot B}$	x	
0	0	1	$\overline{A}$	x	
0	1	0	$A \cdot B$	x	
0	1	1	$A + B$	x	
1	0	0	$A \oplus B$	x	
1	0	1	$\overline{B}$	x	
1	1	0	$\overline{A + B}$	x	
1	1	1	$A \odot B$	x	

### \* Modeling Style:-

⇒ Dataflow MS (WHEN-ELSE)

⇒ Behavioral MS  $\begin{cases} \rightarrow \text{IF-THEN} \dots \\ \rightarrow \text{CASE} \end{cases}$

### \* Referring to the Function Table:-

⇒ The Time-periods of bits F(2), F(1), F(0) :-

⇒ If T<sub>2</sub>, T<sub>1</sub> and T<sub>0</sub> are Time-periods of above 3 bits

⇒ If T<sub>2</sub> = x ns Then

$$T_1 = (x/2) \text{ ns}$$

$$T_0 = (x/4) \text{ ns}$$

⇒ Do the following in TVM :-

(a) Initialise Signal A to some Nibble-combination

(b) Initialise Signal B to Nibble combination other than A

(c) Initialise Signal F to "111"

(d) Remove :-

⇒ CONSTANT <clk-period> .... Statement

⇒ Clock-generation process

(e) Add following to LS :-

USE IEEE.STD\_LOGIC\_UNSIGNED.ALL;

(f) In Logic-section of AB write the following code:-

```
Stim-procF: PROCESS
BEGIN
```

$F \leftarrow F + 1;$

WAIT FOR 25 ns;

END PROCESS;

⑨ Run Simulation from ISE Tool.