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Experiment No.10
Implement ALU design.
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Date of Submission:

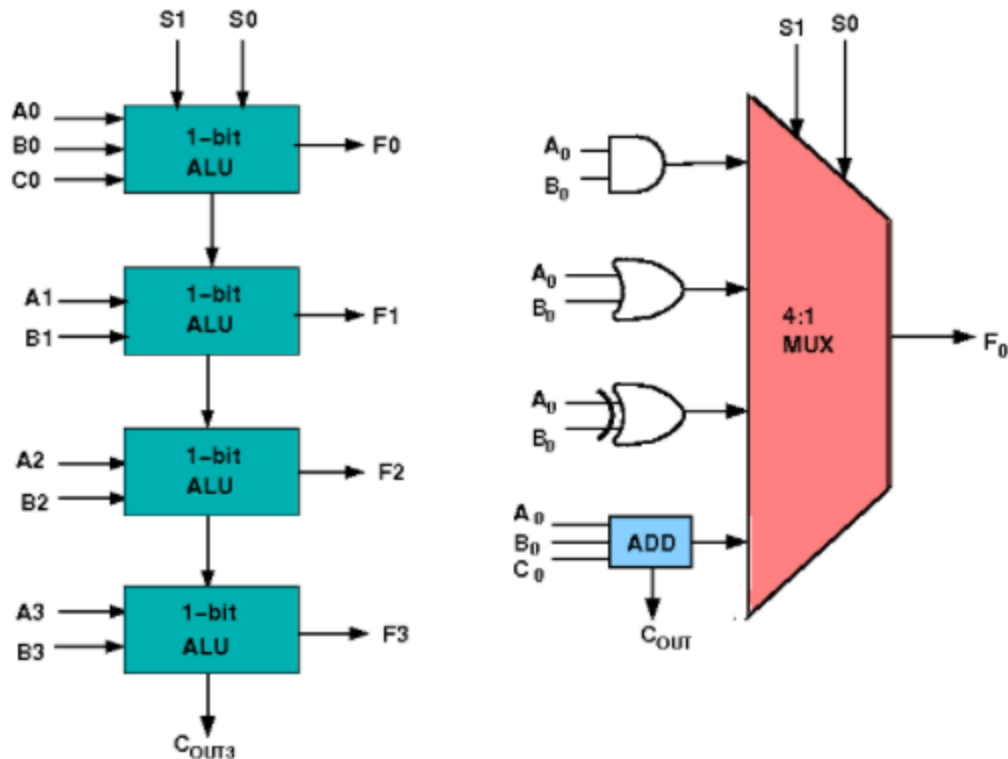
Aim: To implement ALU design

Objective : Objective of 4 bit arithmetic logic unit (with AND, OR, XOR, ADD operation):

1. To understand behaviour of arithmetic logic unit from working module.
2. To Design an arithmetic logic unit for given parameter.

Theory:

ALU or Arithmetic Logical Unit is a digital circuit to do arithmetic operations like addition, subtraction, division, multiplication and logical operations like and, or, xor, nand, nor etc. A simple block diagram of a 4 bit ALU for operations and, or, xor and Add is shown here :



The 4-bit ALU block is combined using 4 1-bit ALU block

Design Issues :

The circuit functionality of a 1 bit ALU is shown here, depending upon the control signal S₁ and S₀ the circuit operates as follows:

- for Control signal S₁ = 0 , S₀ = 0, the output is A And B,
- for Control signal S₁ = 0 , S₀ = 1, the output is A Or B,
- for Control signal S₁ = 1 , S₀ = 0, the output is A Xor B,
- for Control signal S₁ = 1 , S₀ = 1, the output is A Add B.

The truth table for 16-bit ALU with capabilities similar to 74181 is shown here:

Required functionality of ALU (inputs and outputs are active high)

MODE SELECT		F _N FOR ACTIVE HIGH OPERANDS	
INPUTS		LOGIC	ARITHMETIC (NOTE 2)

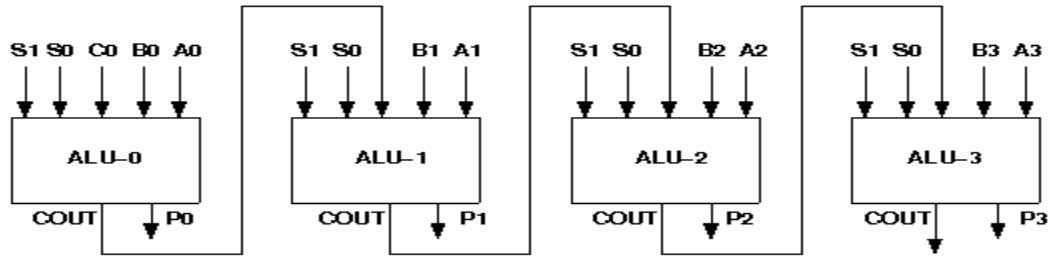
S ₃	S ₂	S ₁	S ₀	(M = H)	(M = L) (C _n =L)
L	L	L	L	A'	A
L	L	L	H	A'+B'	A+B
L	L	H	L	A'B	A+B'
L	L	H	H	Logic 0	minus 1
L	H	L	L	(AB)'	A plus AB'
L	H	L	H	B'	(A + B) plus AB'
L	H	H	L	A ⊕ B	A minus B minus 1

L	H	H	H	AB'	AB minus 1
H	L	L	L	$A'+B$	A plus AB
H	L	L	H	$(A \oplus B)'$	A plus B
H	L	H	L	B	$(A + B')$ plus AB
H	L	H	H	AB	AB minus 1
H	H	L	L	Logic 1	A plus A (Note 1)
H	H	L	H	$A+B'$	$(A + B)$ plus A
H	H	H	L	$A+B$	$(A + B')$ plus A
H	H	H	H	A	A minus 1

Procedure

- 1) Start the simulator as directed. This simulator supports 5-valued logic.
- 2) To design the circuit we need 4 1-bit ALU, 11 Bit switch (to give input, which will toggle its value with a double click), 5 Bit displays (for seeing output), wires.
- 3) The pin configuration of a component is shown whenever the mouse is hovered on any canned component of the palette. Pin numbering starts from 1 and from the bottom left corner (indicating with the circle) and increases anticlockwise.
- 4) For 1-bit ALU input A_0 is in pin-9, B_0 is in pin-10, C_0 is in pin-11 (this is input carry), for selection of operation, S_0 is in pin-12, S_1 is in pin-13, output F is in pin-8 and output carry is pin-7
- 5) Click on the 1-bit ALU component (in the Other Component drawer in the pallet) and then click on the position of the editor window where you want to add the component (no drag and drop, simple click will serve the purpose), likewise add 3 more 1-bit ALU (from the Other Component drawer in the pallet), 11 Bit switches and 5 Bit Displays (from Display and Input drawer of the pallet, if it is not seen scroll down in the drawer), 3 digital display and 1 bit Displays (from Display and Input drawer of the pallet, if it is not seen scroll down in the drawer)
- 6) To connect any two components select the Connection menu of Palette, and then click on the Source terminal and click on the target terminal. According to the circuit diagram connect all the components. Connect the Bit switches with the inputs and Bit displays component with the outputs. After the connection is over click the selection tool in the pallet.
- 7) See the output, in the screenshot diagram we have given the value of $S_1 S_0=11$ which will perform add operation and two number input as $A_0 A_1 A_2 A_3=0010$ and $B_0 B_1 B_2 B_3=0100$ so get output $F_0 F_1 F_2 F_3=0110$ as sum and 0 as carry which is indeed an add operation. You can also use many other combination of different values and check the result. The operations are implemented using the truth table for 4 bit ALU given in the theory.

Circuit diagram of 4 bit ALU:

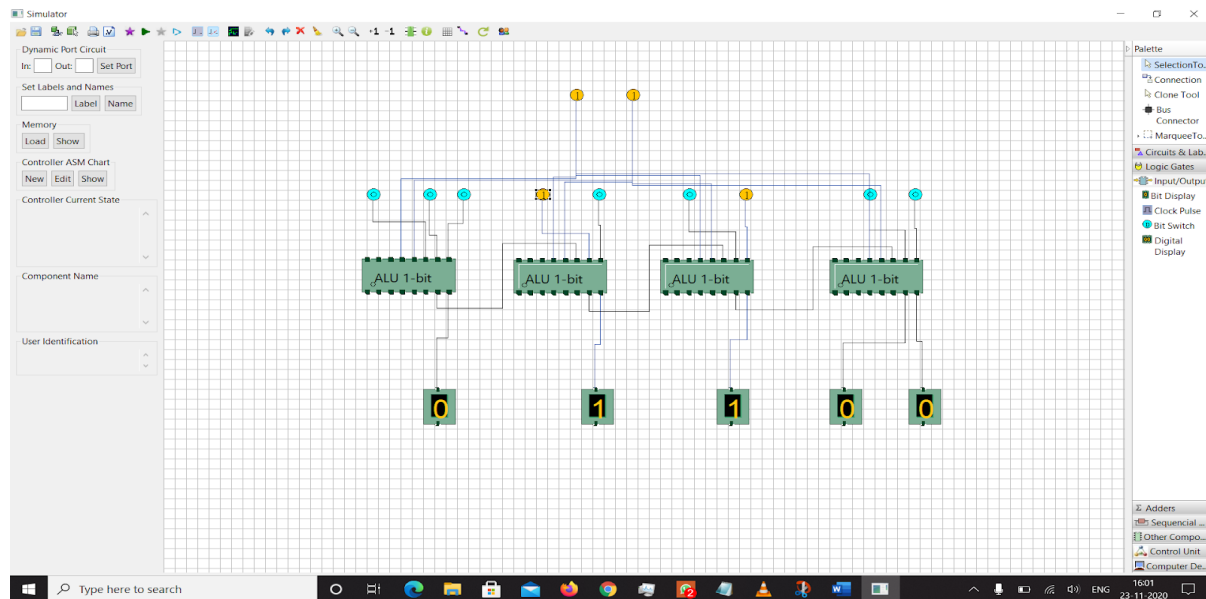


Components required :

To build any 4 bit ALU, we need :

- AND gate, OR gate, XOR gate
- Full Adder,
- 4-to-1 MUX
- Wires to connect.

Screenshots of ALU design:



Conclusion:

Four bit Arithmetic Logic Unit (ALU) is designed and simulated using logic gates. Forty eight logical and arithmetic operations are implemented.