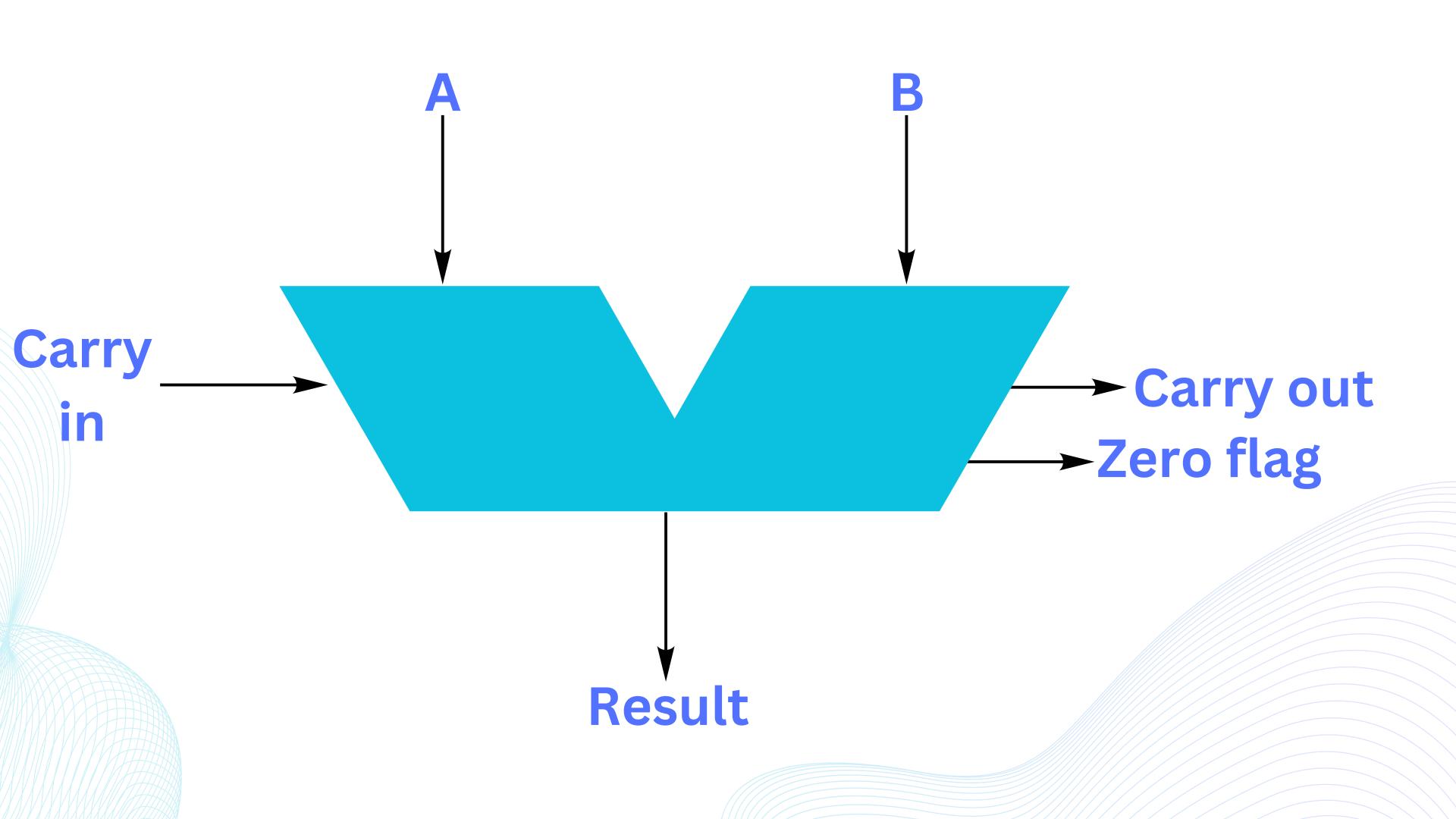


# Design and UVM Verification of an ALU

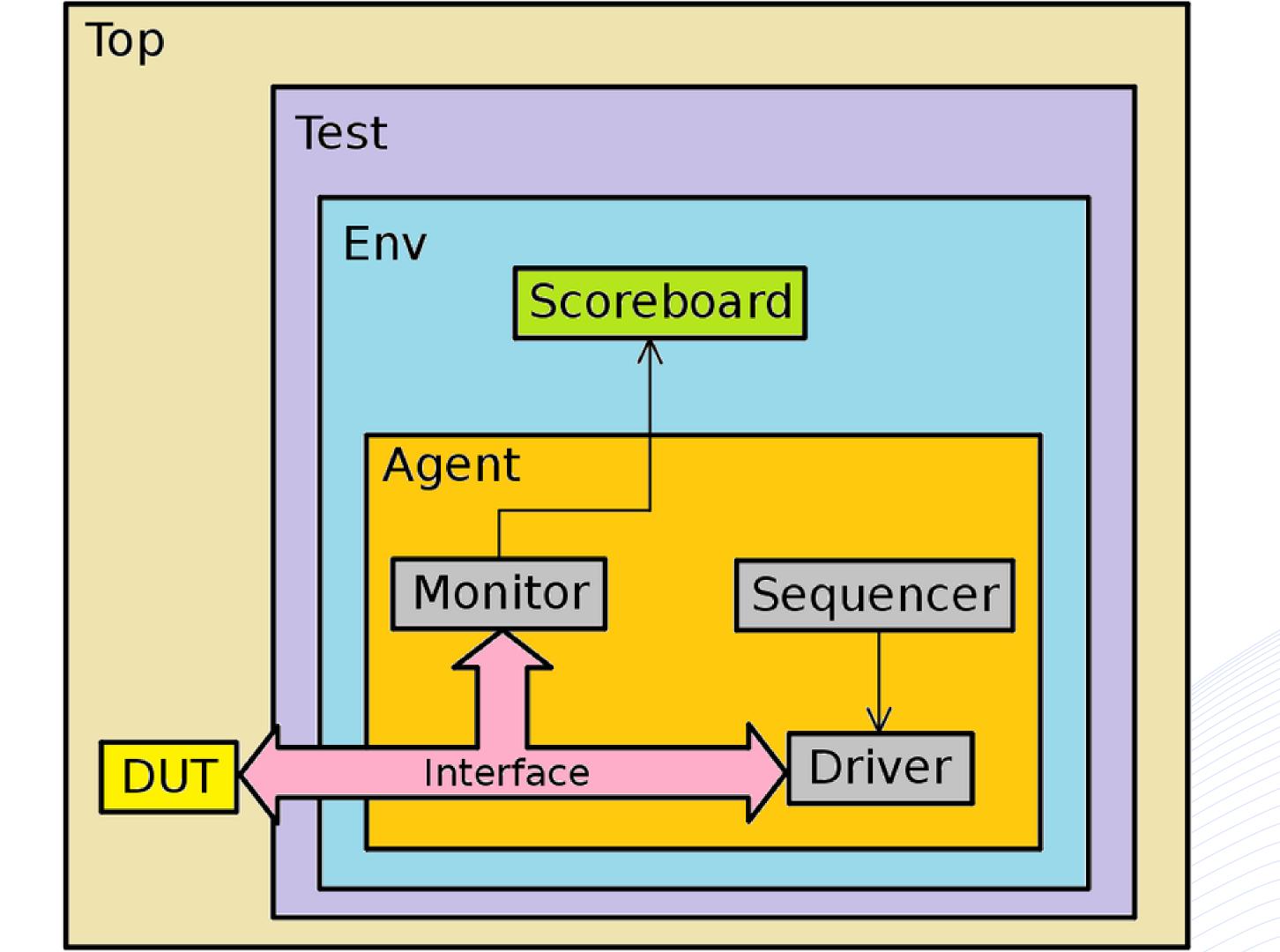
#### ALU

it stands for Arithmetic and Logic Unit. It is a digital circuit or a functional block within a central processing unit (CPU) that performs arithmetic and logical operations on binary data. The ALU is responsible for carrying out basic arithmetic operations such as addition, subtraction, multiplication, and division, as well as logical operations like AND, OR, XOR, and bit shifting.

## THE DESIGN SCHEMATIC OF THE ALU



#### UVM TESTBENCH ARCHITECTURE



#### THE SIMULATION RESULTS



<b>○</b>	Mogs								i i
/Top/ALU_dut/CLk 1 /Top/ALU_dut/Reset 0									
ToojALU_dutjA 11111		3111110			11110011		10111100		01000101
The state of the s		0001111			11011110		2011100101		00101011
frapikku_dutjap_c 0:000		011	2000	0001	0100	2011	0110	20011	0100
	0000000000000000	0000 200000000000000000000000000000	000 0000000010010	00 0000000011110	01 200000001101	09 10 000000000000	901 200000900000	000 000000000	901
// /Top/ALU_dut/C_out 0				سر سر سر سر سر				سے سے سے سے	ر سے سے
//Top/ALU_dut/Z_flag 0 (Top/ALU_dut/Temp 000000	************	0.000,000,000,1000	D00000000 100 10 100	0000000001111001	0000000011010010	200000000000000000000000000000000000000	200000000000000000000000000000000000000	2000090000901	
4 /Top/WLU_dut/C_ou 0									
🍎 /Top/ALU_dut/Z_fle 0									
27/4 2015									
CE Now	10000 ns	0 ns 1940 ns	1950 ns 1960 ms	1970 ns 1980 ns	1990 no 2000 no	2010 ms 2020 ms	2030 ms 2040 ms	2050 ns 2060 ns	2070 ms 2080
Cursor 1	149 ns								

## THE LOG RESULTS OF THE TEST

```
# vsim -voptargs=+acc work.Top
# ** Warning: (vsim-WLF-5000) WLF file currently in use: vsim.wlf
           File in use by: Hostname: ProcessID: 3
           Attempting to use alternate WLF file "./wlft33gf9a".
# ** Warning: (vsim-WLF-5001) Could not open WLF file: vsim.wlf
            Using alternate file: ./wlft33gf9a
# ** Note: (vsim-3813) Design is being optimized due to module recompilation...
# Loading sv std.std
# Loading mtiUvm.uvm pkg
# Loading work.ALU pkg
# Loading work. Top (fast)
# Loading work.ALU interface (fast)
# Loading work. DUT (fast)
# Loading C:\questasim 10.0b\uvm-1.0pl\win32\uvm dpi.dll
add wave \
/Top/ALU dut/CLk \
/Top/ALU_dut/Reset \
/Top/ALU_dut/A \
/Top/ALU dut/B \
/Top/ALU dut/op code \
/Top/ALU dut/C in \
/Top/ALU dut/Result \
/Top/ALU dut/C out \
/Top/ALU_dut/Z_flag \
/Top/ALU dut/Temp \
/Top/ALU dut/C out t \
/Top/ALU_dut/Z_flag_t
VSIM 35> run -all
```

VSIM 33> vsim -voptargs=+acc work.Top

```
# UVM-1.0ml
# (C) 2007-2011 Mentor Graphics Corporation
# (C) 2007-2011 Cadence Design Systems, Inc.
# (C) 2006-2011 Symopays, Inc.
# UVM INTO ALU Test.sv(27) 8 0: uvm test top [ALU Test] Inside constructor of ALU Test class
# UVM INTO 8 0: reporter [RNTSI] Running test ALU Test...
# UVM INTO ALU Test.sv(39) 8 0: uvm test top [ALU Test] Inside build phase of ALU Test class
# UVM INFO Environment.sv(25) # 0: uvm test top.ALU environment [Environment] Inside constructor of Environment Class
# U/M INTO Environment.sv(39) 8 0: uvm test top.ALU environment [Environment] Inside build phase of Environment Class
# U/M INTO Agent.sv(27) 8 0: uvm test top.ALU environment.ALU agent (Agent) Inside constructor of Agent Class
# U/M INTO Scoreborad.sv(25) 8 0: uvm test top.ALU environment.ALU_scoreborad [Scoreborad] Inside constructor of Scoreborad class
# U/M INFO Agent.sv(41) 8 0: uvm test top.ALU environment.ALU agent [Agent] Inside build phase of Agent Class
# UVM INTO Monitor.sv(23) 8 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside constructor of Monitor Class
# U/M INTO Driver.sv(20) 8 0: uvm test top.ALU environment.ALU agent.ALU driver [Driver] Inside constructor of Driver class
# U/M INTO Sequencer.sv(18) 8 0: uvm test top.ALU environment.ALU sequencer [Sequencer] Inside constructor of Sequencer Class
# UVM INFO Driver.sv(32) 8 0: uvm test top.ALU environment.ALU agent.ALU driver [Driver] Inside build phase of Driver class
# U/M_INTO Monitor.sv(37) 8 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside build_phase of Monitor Class
# UVM INTO Sequencer.sv(32) 8 0: uvm_test_top.ALU environment.ALU agent.ALU sequencer [Sequencer] Inside build phase of Sequencer Class
# U/M INTO Scorebored.sv(39) 8 0: uvm test top.ALU environment.ALU_scorebored [Scorebored] Inside build phase of Scorebored class
# U/M INTO Driver.sv(51) 8 0: uvm test top.ALU environment.ALU agent.ALU driver [Driver] Inside connect phase of Driver class
# UVM INTO Monitor.sv(59) 8 0; wwn test top.ALU environment.ALU agent.ALU monitor [Monitor] Inside connect phase of Monitor Class
# U/M_INTO Sequencer.sv(47) 8 0: uvm_test_top.ALU_environment.ALU_agent.ALU_sequencer [Sequencer] Inside connect_phase of Sequencer Class
# UVM INTO Agent.sv(62) 8 0: uvm test top.ALU environment.ALU agent [Agent] Inside connect phase of Agent Class
# UNM INTO Scorebored.sv(54) 8 0: uvm_test_top.ALU_environment.ALU_scorebored [Scorebored] Inside connect phase of Scorebored class
# U/M INTO Environment.sv(59) 8 0: uvm test top.ALU environment [Environment] Inside connect phase of Environment Class
# U/M INTO ALU Test.sv(56) 8 0: uvm test top [ALU Test] Inside connect phase of ALU Test class
# U/M INTO ALC Test.sv(73) 8 0: uvm test top [ALC Test] Inside run phase of ALC Test class
# U/M INFO Environment.sv(75) 8 0: uvm test top.ALU environment (Environment) Inside run phase of Environment Class
# U/M INTO Scoreborad.av(85) 8 0: www.test.top.ALU environment.ALU scoreborad [Scoreborad] Inside run phase of Scoreborad class
# U/M INFO Agent.sv(78) 8 0: uvm test top.ALU_environment.ALU_agent [Agent] Inside run_phase of Agent Class
# U/M INTO Sequencer.sv(60) 8 0: uvm test top.ALU environment.ALU sequencer [Sequencer] Inside run phase of Sequencer Class
# U/M INTO Monitor.sv(73) 8 0: uvm_test_top.ALU environment.ALU agent.ALU monitor [Monitor] Inside run phase of Monitor Class
# UVM INFO Driver.sv(64) 8 0: uvm test top.ALU environment.ALU agent.ALU driver [Driver] Inside run phase of Driver class
# Break in Module Top at C:/Guestasim 10.0b/examples/Top.sv line 74
```



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