

ChipName: ALU

Inputs:  $x[16]$ ,  $y[16]$ , // Two 16-bit data inputs

$zx$ , // Zero the  $x$  input

$nx$ , // negate the  $x$  input

$zy$ , // Zero the  $y$  input

$ny$ , // negate the  $y$  input

$f$ , // function code: 1 for Add, 0 for And

$no$  // negate the output

Outputs:  $out[16]$ , // 16-bit output

$zr$ , // True iff  $out = 0$

$ng$  // True iff  $out < 0$

Functions:

if  $zx$  then  $x = 0$  // 16-bit zero constant

if  $nx$  then  $x = !x$  // bit-wise negation

if  $zy$  then  $y = 0$

if  $ny$  then  $y = !y$

if  $f$  then  $out = x + y$  // bit-wise Add

else  $out = x \& y$  // bit-wise And

if  $no$  then  $out = !out$

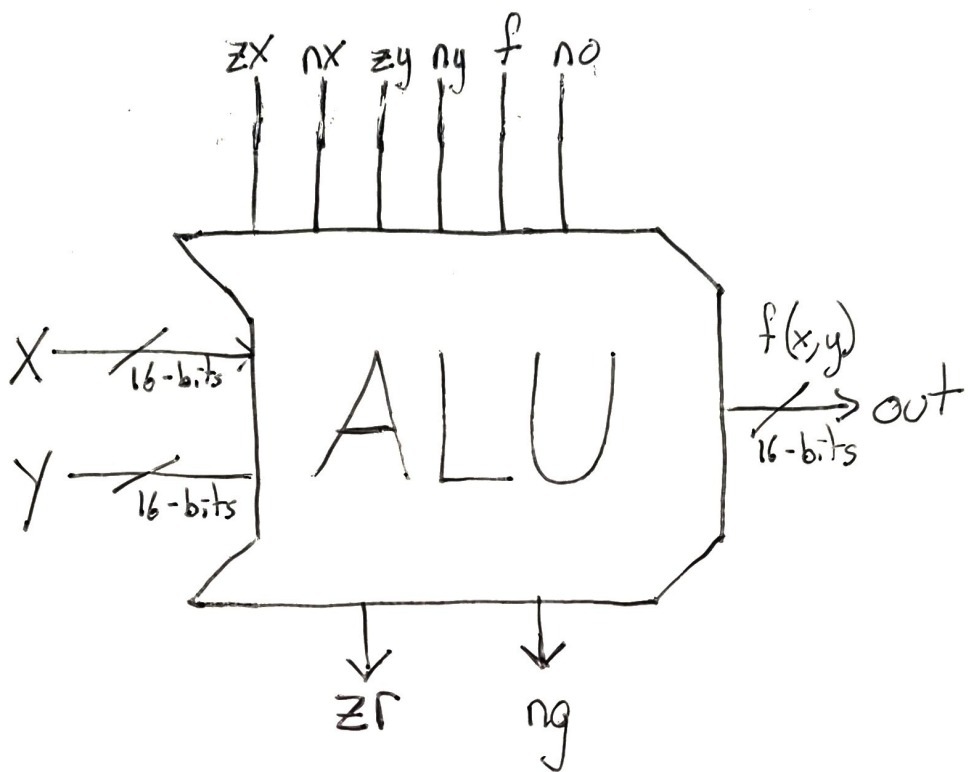
if  $out = 0$  then  $zr = 1$

else  $zr = 0$

if  $out < 0$  then  $ng = 1$

else  $ng = 0$

Comment: Overflow is neither detected nor handled



# ALU

