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TASK 1

Design:

```
V Task_1.v > 🗗 ALSU
      module ALSU(
                red_op_B <= red_op_B_;
bypass_A <= bypass_A_;</pre>
      always @(posedge clk or posedge rst) begin if (rst) begin
                leds <= 16'b0;
                e begin
////////// Handling Invalid Cases ////////////////////////
if (opcode == 3'b111 || opcode == 3'b110 || (((opcode != 3'b000) || (opcode != 3'b001)) && ((red_op_A) || (red_op_B))))begin
                     leds <= ~leds;
if (bypass_A && bypass_B) begin</pre>
                          if(INPUT_PRIORITY == "A")
                          out <= A;
else if (INPUT_PRIORITY == "B")</pre>
                     out <= A;
else if (bypass_B)</pre>
                    out <= B;
                end
                /////// IF all valid but the bypass is high we should Ignore the OUT //////// else if (bypass_A && bypass_B) begin  
                     if(INPUT PRIORITY == "A")
                        if(INPUT_PRIORITY == "A")
                             else if (INPUT_PRIORITY == "B")
                                  out <= 6'b0;
                       out <= B:
                  ///////// IF YOU reatched here so the op is valid and now you are a ALU //////// else begin \,
                                       if (red_op_A && red_op_B) begin
                                       else if (red_op_B) begin
                                       out <= {5'b0, &B};
                                           out <= {3'b0, A & B};
                                  if (red_op_A && red_op_B) begin
```

ed objects

```
1: begin

if (red_op_A && red_op_B) begin

out <= (5'b0, ^A ^ ^B);
end

else if (red_op_A) begin

out <= (5'b0, ^A);
end

else if (red_op_B) begin

out <= (5'b0, ^A);
end

else begin

out <= (3'b0, ^B);
end

else begin

| out <= (3'b0, A ^ B);
end

end

2: begin

| out <= A + B + cin;
else if (FULL_ADDER == "OFF")

| out <= A + B + cin;
else if (FULL_ADDER == "OFF")

| out <= A + B;
else
| out <= A + B;
else
| out <= (a + B;
else
| out
```

Testbench:

```
@(negedge clk);
if (leds != 0 || out != 0)begin
    $display("===> Error while rst = 1, leds or out is not 0 :( ");
               A = $random;
B = $random;
                 opcode = $urandom_range(0,5);
                 cin = 0;
serial_in = 0;
                bypass_A = 1;
bypass_B = 1;
                 repeat(2) @(negedge clk);
if (out != A)begin
                  $display("===> Error while rst = 0, the INPUT_PRIORITY default A and something wrong happened");
$stop;
                A = $random;
B = $random;
70
                 cin = 0;
serial_in = 0;
                  red_op_B = $random;
                    if (red_op_A && red_op_B) begin
if (out !== {5'b0, &A | &B}) begin
                               $display("Error: red_op_A = %b, red_op_B = %b, A = %b, B = %b, out = %b (expected %b)",
red_op_A, red_op_B, A, B, out, {5'b0, &A | &B});
                    else if (red_op_A) begin

if (out !== {5'b0, &A}) begin

$display("Error: red_op_A = %b, red_op_B = %b, A = %b, B = %b, out = %b (expected %b)",

red_op_A, red_op_B, A, B, out, {5'b0, &A});
                    end
else if (red_op_B) begin
if (out !== {5'b0, &B}) begin
if (out !== {5'b0, &B}) begin
$display("Error: red_op_A = %b, red_op_B = %b, A = %b, B = %b, out = %b (expected %b)",
red_op_A, red_op_B, A, B, out, {5'b0, &B});
                               $stop:
                    Ln 70, Col 21 Spaces: 4 UTF-8 CRLF
```

```
A = $random;
B = $random;
      opcode = 2;
cin = $random;
      red_op_B = 0;
bypass_A = 0;
      bypass_B = 0;
repeat(2) @(negedge clk);
      repeat(2) @(negeage cix);
if (FULL_ADDER == "ON")begin
if (out != A + B + cin)begin
$display("Error in 2.5 p1");
$stop;
end
     end
end
else if (FULL_ADDER == "OFF")begin
if (out != A + B)begin
$display("Error in 2.5 p2");
$stop;
and
   A = $random;
B = $random;
      $display("ERROR");
repeat(100) begin

A = $random;

B = $random;

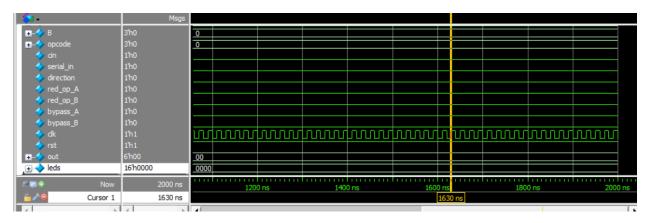
serial_in = $random;

direction = $random;

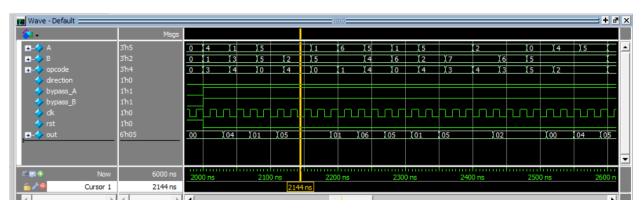
opcode = 4;
     A = $random;
B = $random;
          direction = $random;
opcode = 5;
repeat (2) @(negedge clk);
```

Wave forms:

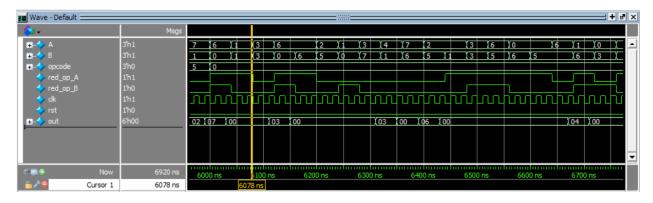
2.1) when Drive rst = 1;



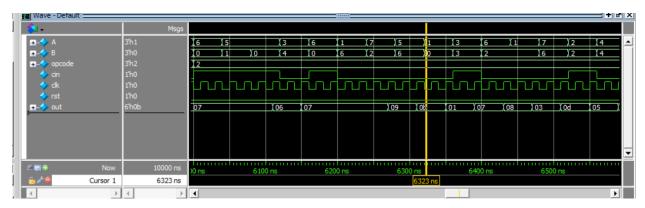
2.2) Drive bypass_A and bypass_B to 1 and deactivate the rst



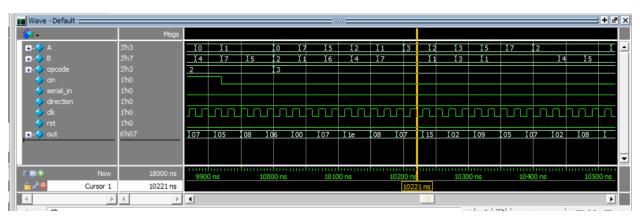
2.3) Verify opcode 0 Functionality



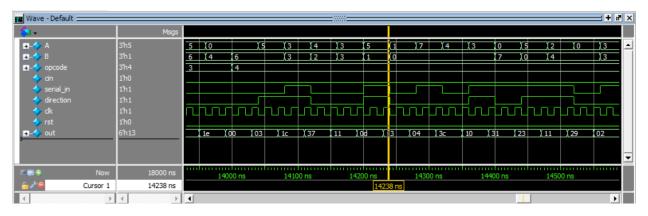
2.5 Verify opcode 2 Functionality



2.6) Verify opcode 3 Functionality



2.7 Verify opcode 4 Functionality



Constraints basys3.xdc

```
create_clock -add -name sys_clk_pin -period 10.00 -waveform {0 5} [get_ports clk]
## Switches
set property -dict { PACKAGE PIN V17
                                   IOSTANDARD LVCMOS33 } [get_ports {opcode_[0]}]
set_property -dict { PACKAGE_PIN V16
                                    IOSTANDARD LVCMOS33 } [get_ports {opcode_[1]}]
set_property -dict { PACKAGE_PIN W16
                                    IOSTANDARD LVCMOS33 } [get_ports {opcode_[2]}]
set_property -dict { PACKAGE_PIN W17
                                    IOSTANDARD LVCMOS33 } [get_ports {A_[0]}]
set_property -dict { PACKAGE_PIN W15
                                    IOSTANDARD LVCMOS33 } [get_ports {A_[1]}]
set_property -dict { PACKAGE_PIN V15
                                    IOSTANDARD LVCMOS33 } [get_ports {A_[2]}]
set_property -dict { PACKAGE_PIN W14
                                    IOSTANDARD LVCMOS33 } [get_ports {B_[0]}]
set_property -dict { PACKAGE_PIN W13
                                    IOSTANDARD LVCMOS33 } [get_ports {B_[1]}]
set_property -dict { PACKAGE_PIN V2
                                    IOSTANDARD LVCMOS33 } [get_ports {B_[2]}]
set_property -dict { PACKAGE_PIN T3
                                    IOSTANDARD LVCMOS33 } [get_ports {cin_}]
set_property -dict { PACKAGE_PIN T2
                                    IOSTANDARD LVCMOS33 } [get_ports {serial_in_}]
set_property -dict { PACKAGE_PIN R3
                                    IOSTANDARD LVCMOS33 } [get_ports {direction_}]
set_property -dict { PACKAGE_PIN W2
                                    IOSTANDARD LVCMOS33 } [get_ports {red_op_A_}]
set_property -dict { PACKAGE_PIN U1
                                    IOSTANDARD LVCMOS33 } [get_ports {red_op_B_}]
set_property -dict { PACKAGE_PIN T1
                                    IOSTANDARD LVCMOS33 } [get_ports {bypass_A_}]
set_property -dict { PACKAGE_PIN R2
                                    IOSTANDARD LVCMOS33 } [get_ports {bypass_B_}]
## LEDs
set_property -dict { PACKAGE PIN U16
                                    IOSTANDARD LVCMOS33 } [get_ports {out[0]}]
set property -dict { PACKAGE PIN E19
                                   IOSTANDARD LVCMOS33 } [get ports {out[1]}]
set_property -dict { PACKAGE_PIN U19
                                    IOSTANDARD LVCMOS33 } [[get_ports {out[2]}]]
set_property -dict { PACKAGE_PIN V19
                                    IOSTANDARD LVCMOS33 } [get_ports {out[3]}]
set_property -dict { PACKAGE_PIN W18
                                    IOSTANDARD LVCMOS33 } [get_ports {out[4]}]
                                    IOSTANDARD LVCMOS33 } [get_ports {out[5]}]
set_property -dict { PACKAGE_PIN U15
```

Do file

```
C:>Users>ABDOU>Desktop>Digital World>training_verilog>Section 3>files> run_dff.do

1 vlib work

2 vlog Task_1.v tb_alsu.v

3 vsim -voptargs=+acc work.tb_alsu

4 add wave *

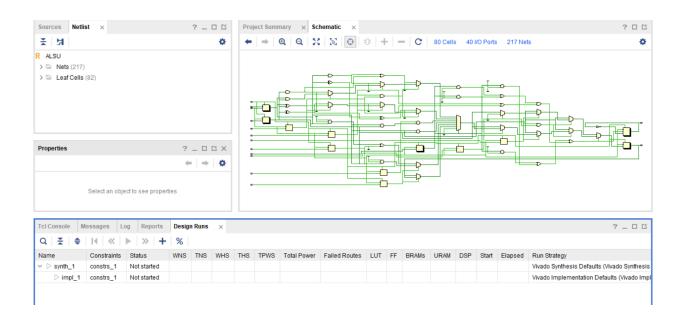
5 run -all

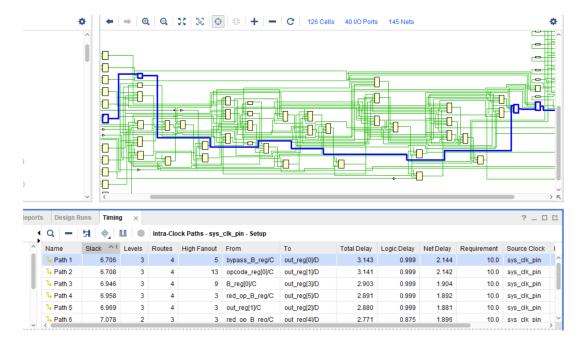
6 #quit -sim
```

VIVADOOOO:

No warning:







I don't know what is this



TASK 2

```
V Task_2.v X V tb_dsp.v
V Task_2.v > ₽ DSP48A1
        module DSP48A1 (
            input [17:0] A,
input [17:0] B,
input [47:0] C,
input [17:0] D,
input clk,
input rst_n,
             output reg [47:0] P
             parameter OPERATION = "ADD"; // Default operation is ADD
 10
             reg [17:0] A_reg, B_reg, D_reg;
             reg [47:0] C_reg;
             reg [47:0] P_reg;
             always @(posedge clk or negedge rst_n) begin
                 if (!rst_n) begin
                      A_reg <= 18'b0;
                      B_reg <= 18'b0;
                      C_reg <= 48'b0;
                      D_reg <= 18'b0;
                      A_reg <= A;
                      B_reg <= B;
                      C_reg <= C;</pre>
                      D_reg <= D;
             always @(posedge clk or negedge rst_n) begin
                 if (!rst_n) begin
                     P_reg <= 48'b0;
                      if (OPERATION == "ADD")
                      P_reg <= C_reg + (A_reg * B_reg) + D_reg;
else if (OPERATION == "SUBTRACT")
                          P_reg <= C_reg - (A_reg * B_reg) - D_reg;</pre>
                           P_reg <= 48'b0;
```

```
always @(posedge clk or negedge rst_n) begin
        if (!rst_n) begin
            P_reg <= 48'b0;
        end
            if (OPERATION == "ADD")
                P_reg <= C_reg + (A_reg * B_reg) + D_reg;</pre>
            else if (OPERATION == "SUBTRACT")
                P_reg <= C_reg - (A_reg * B_reg) - D_reg;</pre>
                P_reg <= 48'b0;
    end
    always @(posedge clk or negedge rst_n) begin
        if (!rst_n) begin
            P <= 48'b0;
        end
        else begin
            P <= P_reg;
        end
    end
endmodule
```

TEST:

```
| The depth | Depth |
```

DO FILE:

1 vlib work
2 vlog Task_2.v tb_dsp.v
3 vsim -voptargs=+acc work.tb_dsp
4 add wave *
5 run -all
6 #quit -sim

TASK 3

Design:

```
V Task_3.v > ₽ TDM
      module TDM (
          input clk,
          input rst,
          input [1:0] in0,
          input [1:0] in1,
          input [1:0] in2,
          input [1:0] in3,
          output reg [1:0] out
          reg [1:0] counter;
          always @(posedge clk or posedge rst) begin
              if (rst) begin
                  counter <= 2'b00;
                  out <= in0;
                  counter <= counter + 1;
                  case (counter)
                      2'b00: out <= in0;
                      2'b01: out <= in1;
                      2'b10: out <= in2;
                      2'b11: out <= in3;
                  endcase
      endmodule
 30
```

Test:

Constrain:

