Computer Organization, Spring 2019

Lab 1: 32-bit ALU

Due: 2019/04/11

1. Goal

The goal of this LAB is to implement a 32-bit ALU (Arithmetic Logic Unit). ALU is the basic computing component of a CPU. Its operations include AND, OR, addition, subtraction, etc. This LAB will help you understand the CPU architecture. LAB 1 will be reused; you will use this module in later LABs. The function of testbench is to read input data automatically and output erroneous data. Please unzip the files in the same folder.

2. HW Requirement

a. Please use ModelSim as your HDL simulator.

b. Please attach student IDs as a comment at the top of each file.

c. PLEASE FOLLOW THE FOLLOWING RULE! Zip your folder and submit only one *.zip file. Name the *.zip file with your student IDs (e.g., 0616001_0616002.zip). Other filenames and formats such as *.rar and *.7z are NOT accpeted! Multiple submissions are accepted, and the version with the latest time stamp will be graded. For the ease of grading, a team's submissions should be uploaded by the same person (so we don't have to check if your teammate submits a new/different version).

d. Testbench module is provided.

e. Any work by fraud will absolutely get a zero point.

f. The names of top module and IO ports must be named as follows:

Top module: alu.v

```
module alu (
        rst_n,          // negative reset (input)
        src1,           // 32 bits source 1 (input)
        src2,           // 32 bits source 2 (input)
        ALU_control,    // 4 bits ALU control input (input)
        result,         // 32 bits result (output)
        zero,           // 1 bit when the output is 0, zero must be set (output)
        cout,           // 1 bit carry out (output)
        overflow        // 1 bit overflow (output)
    );
```

ALU starts to work when the signal rst_n is 1, and then catches the data from src1 and

src2. In order to have a good coding style, please obey the rules below:

. One module in one file.

. Module name and file name must be the same.

For example: The file "alu.v" only contains the module "alu".

g. instruction set: basic operation instruction (60%)

ALU action	Name	ALU control input
And	And	0000
Or	Or	0001
Add	Addition	0010
Sub	Subtract	0110
Nor	Nor	1100
Nand	Nand	1101
Slt	Set less than	0111

zcv three control signal : zero、carry out、overflow (30%)

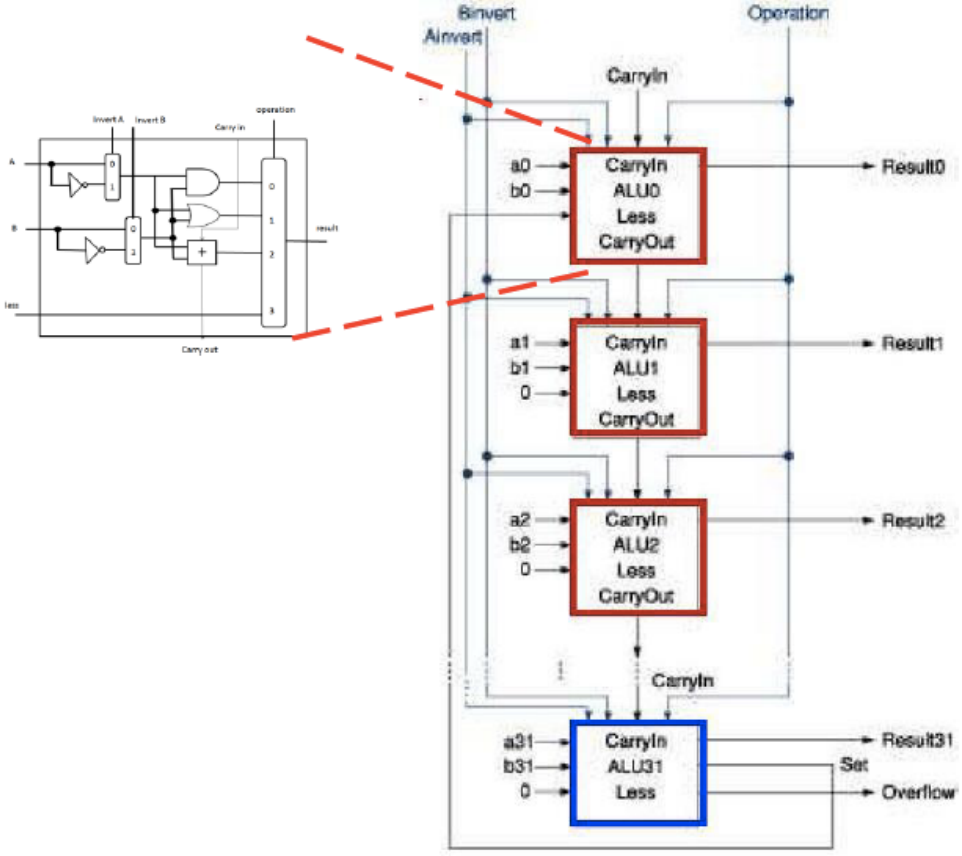
zero must be set when the result is 0.

cout must be set when there is a carry out.

overflow must be set when overflow.

3. Architecture diagram

1-bit ALU (Top) **32-bit ALU**



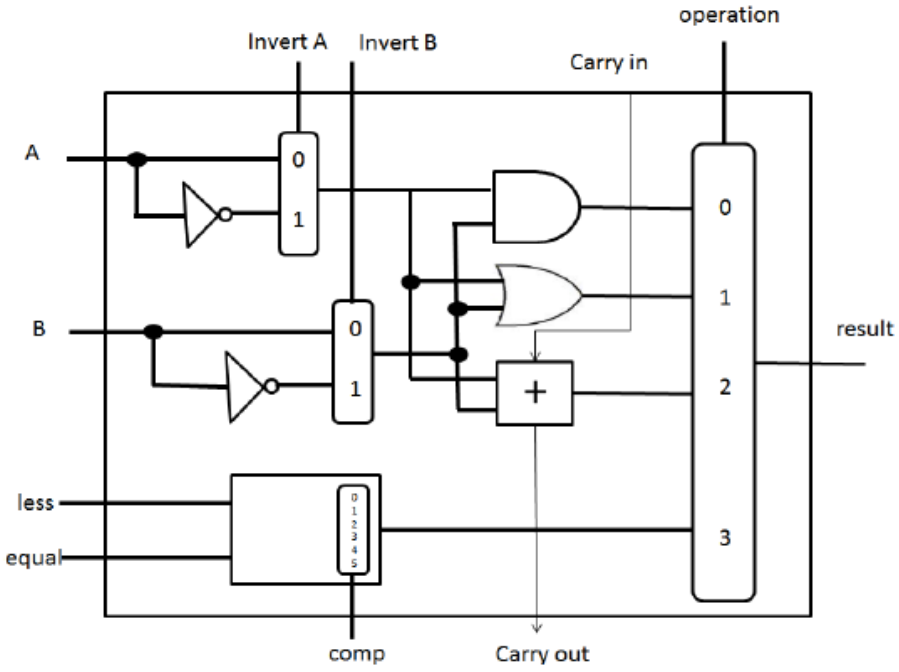
Blue frame is 1-bit ALU (Bottom)

4. Bonus: Extra instruction set, will get extra score if you do successfully。(10%)

ALU action	Name	ALU control input
Slt	Set less than	0111_000
Sgt	Set great than	0111_001
Sle	Set less equal	0111_010
Sge	Set great equal	0111_011
Seq	Set equal	0111_110
Sne	Set not equal	0111_100

Hint: Add a module named Compare in 1-bit ALU, it needs extra 3-bit control input – Compare_sel.

Here is a reference architecture diagram.



5. Grade

a. Total: 110 points **(plagiarism will get 0 point)**

b. Document: 10 points

c. **Late submission: 10 points off per day**