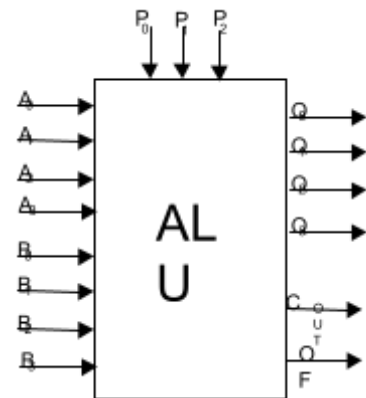


CME4456 Reconfigurable Computing – Homework 1

Due to: 22.03.2022

Cem Hafizoğulları - 2016510034

Write VHDL code to Design an arithmetic-logic circuit with 3-bit opcode variables $P_2P_1P_0$ and two 4-bits data inputs A and B by using full-adder blocks (FA). The circuit generates the following arithmetic, and logic operations. Draw the logic diagram with carry (C_{OUT}) and overflow (OF) outputs. Test your design with using Altera MuxPlus II or Quartus programme)



| P_2 | P_1 | P_0 | OPCODE | OPERATION |
|-------|-------|-------|--------|--------------------------|
| 0 | 0 | 0 | SUB | $A - B$ |
| 0 | 0 | 1 | ADD | $A + B$ |
| 0 | 1 | 0 | AND | $A \wedge B$ |
| 0 | 1 | 1 | OR | $A \vee B$ |
| 1 | 0 | 0 | ASR | Arithmetic Shift Right A |
| 1 | 0 | 1 | ASL | Arithmetic Shift Left A |
| 1 | 1 | 0 | CSR | Circular Shift Right A |
| 1 | 1 | 1 | CSL | Circular Shift Left A |

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
use ieee.numeric_std.all;
use IEEE.STD_LOGIC_UNSIGNED.ALL;
```

```
entity ALU is
    port(
        A, B: in STD_LOGIC_VECTOR(3 downto 0);
        Q: out STD_LOGIC_VECTOR(3 downto 0);
        P: in STD_LOGIC_VECTOR(2 downto 0);
        COUT, OVERFLOW: out STD_LOGIC
    );
```

end ALU;

architecture ALU_a of ALU is

signal temp: STD_LOGIC_VECTOR(4 downto 0);

begin

PROCESS(A, B, P)

BEGIN

COUT <= '0';

OVERFLOW <= '0';

CASE P IS

WHEN "000" =>

if (B > A) then

OVERFLOW <= '1';

else

OVERFLOW <= '0';

end if;

Q <= A - B;

WHEN "001" =>

temp <= std_logic_vector((unsigned("0" & A) + unsigned(B)));

Q <= temp(3 downto 0);

COUT <= temp(4);

if (temp > 16) then

OVERFLOW <= '1';

end if;

WHEN "010" =>

Q <= A and B;

WHEN "011" =>

Q <= A or B;

WHEN "100" =>

Q <= std_logic_vector(shift_right(unsigned(A), 1));

WHEN "101" =>

Q <= std_logic_vector(shift_left(unsigned(A), 1));

WHEN "110" =>

Q <= std_logic_vector(rotate_right(unsigned(A), 1));

WHEN "111" =>

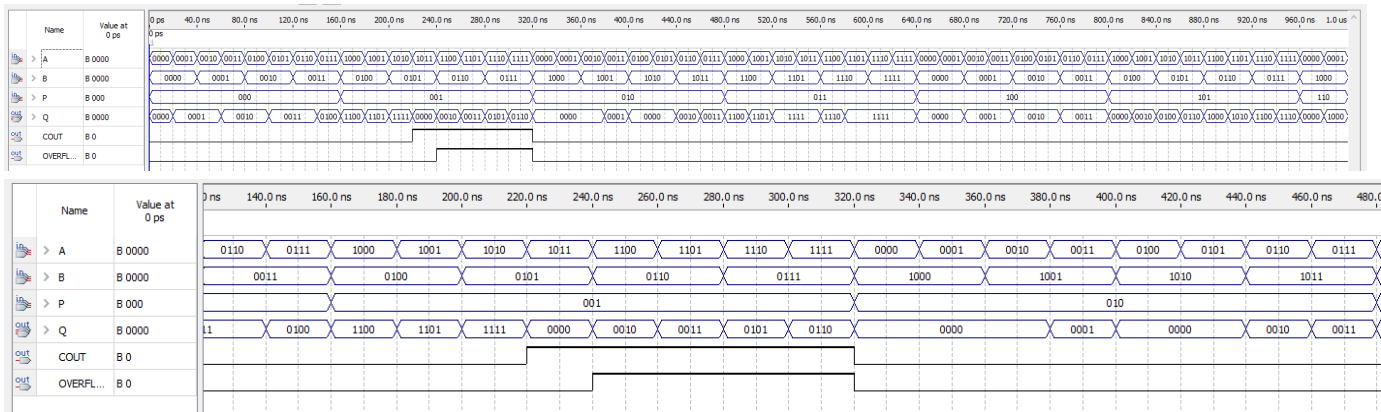
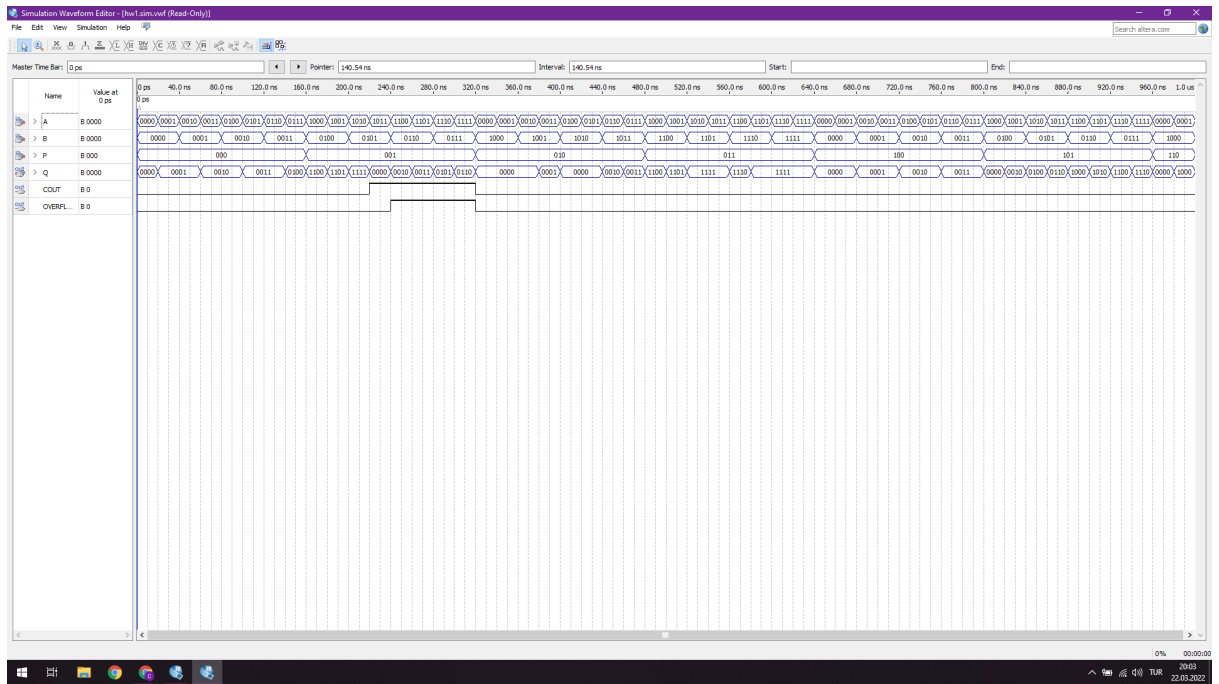
Q <= std_logic_vector(rotate_left(unsigned(A), 1));

END CASE;

END PROCESS;

end ALU_a;

WAVEFORM:

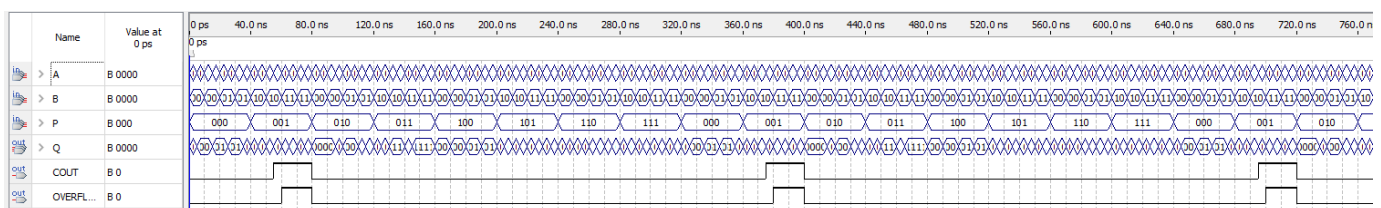


Waveform with increment by 1;

A : 5 ns

B : 10 ns

P : 40 ns



Waveform with increment by 1;

A : 10 ns

B : 5 ns

P : 40 ns

