
PROJECT STEP 2

SMARTY PANTS

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October 28, 2024

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1 Introduction

In this project, we implemented essential components of a 4-bit Arithmetic Logic Unit (ALU). First, we coded 4-bit binary logic functions, including AND, NAND, OR, NOR, XOR, XNOR, and NOT, as well as a 2x4-bit input/output shifter. We then implemented 4-bit arithmetic operations such as addition, subtraction, multiplication, and division, integrating carry-in and carry-out circuits for extended accuracy. We included an extra 4-bit output for multiplication and division remainders.

Next, we tested each circuit's functionality to ensure expected behavior, followed by generating simulation waveforms to visually confirm the ALU's performance. Finally, we compiled our work and observations into a comprehensive report, which summarizes the methods, results, and key insights gained from the project.

2 2x4 Shift Circuit

The 2x4 shift circuit takes a 4-bit input and shifts the bits left or right by up to two positions, depending on the control signal. Each shift moves the bits in the input to adjacent positions, and the vacant bits are filled with zeros. Shifting by one or two positions allows for additional flexibility in data manipulation, making the circuit versatile in operations where both single and double shifts are required.

2.1 Shift Circuit Verilog Code

To test the Shift circuit we have created 2 registers, one for the input and one for the shifting then one wire for the output. If this circuit works properly the output should display the input shifted to the left and zeros filling the shifted positions.

2.2 Shift Circuit Waveforms

At 0 ns, we can see that A is 0, so the output Y is 0.

Figure 1: Shift Circuit with marker at 0ns

At 10 ns, A is 1 (0001), so Y becomes 2 (0010).

Figure 2: Shift Circuit with marker at 10ns

At 20 ns, A is 2 (0010), so Y becomes 4 (0100).

Figure 3: Shift Circuit with marker at 20ns

At 30 ns, A is F (1111) so Y becomes E (1110).

Figure 4: Shift Circuit with marker at 30ns

3 Not Circuit

The Not circuit takes one input A, with an output Y. This will output a 0 if A is a 1, and will output 1 if A is a 0.

““

Figure 5: Not truth table and gate

3.1 Not Circuit Verilog Code

```

1  'ifndef NOT_GATE_V
2  'define NOT_GATE_V
3
4  module not_gate (Y, A);
5      output [3:0] Y; // 4-bit output
6      input  [3:0] A; // 4-bit input
7      assign Y = ~A;
8  endmodule
9
10 'endif

```

To test the Not circuit, we have created one register A, as well as a wire Y. This way we are able to take each input for A and test output for A=0 and A=1. We'll know if this is working correctly if Y returns 1 for the test where A is 0 and Y returns 0 when A is 1.

```

1  'timescale 1ns / 1ns
2  'include "not_gate.v"
3
4  module not_tb;
5
6  reg [3:0] A;
7  wire [3:0] Y;
8
9  not_gate uut(Y, A);
10

```

```

11 initial begin
12
13     $dumpfile("not_tb.vcd");//holds output waveform
14     $dumpvars(0, not_tb);
15
16     A = 4'b0000; #10;
17     A = 4'b1111; #10;
18     A = 4'b1010; #10;
19     A = 4'b0101; #10;
20
21     $display("Testing not");
22
23 end
24
25 endmodule

```

3.2 Not Circuit Waveform

At 0 ns, we can see that A is the 0h(0000), so the output Y is Fh(1111).

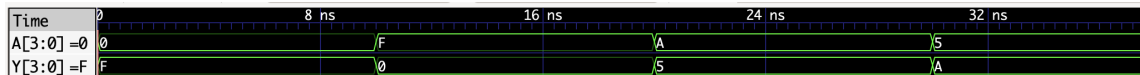


Figure 6: Not Circuit with marker at 0ns

At 20 ns, A becomes the Ah(1010), so Y becomes the 5h(0101).

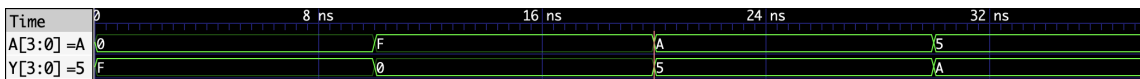


Figure 7: Not Circuit with marker at 20ns

At 40 ns, A becomes the 5h(0101), so Y becomes the hex value Ah(1010).

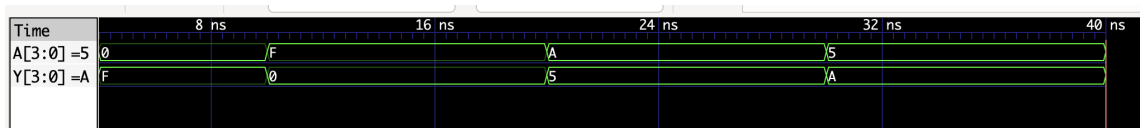


Figure 8: Not Circuit with marker at 40ns

4 And Circuit

The And circuit takes two 4-bit inputs A and B, with a 4-bit output Y. A and B will undergo the bitwise And operation, and the result will be output to Y. ““

Figure 9: And truth table and gate

4.1 And Circuit Verilog Code

```

1  'ifndef AND_GATE_V
2  'define AND_GATE_V
3
4  module and_gate (Y, A, B);
5      output [3:0] Y;
6      input [3:0] A, B;
7      assign Y = A & B;
8  endmodule
9
10 'endif

```

To test the And circuit, we have created two registers A and B, as well as a wire Y. We then create a for loop to produce all 16 possible values for A and B. We will know that our And circuit is behaving as expected if Y produces correct values for all combinations of A and B. For example, if A=0001 and B=0001, the expected result for Y is 0001.

```

1  'timescale 1ns / 1ns
2  'include "and_gate.v"
3
4  module and_tb;
5
6      reg [3:0] A, B;
7      wire [3:0] Y;
8
9      and_gate uut(Y, A, B);
10
11     integer i, j;
12
13     initial begin
14         $dumpfile("and_tb.vcd");\
15         $dumpvars(0, and_tb);
16
17         // Loop through all 16 possible values of A and B
18         for (i = 0; i < 16; i = i + 1) begin

```

```

19         for (j = 0; j < 16; j = j + 1) begin
20             A = i;
21             B = j;
22             #10;
23             $display("A = %b, B = %b, Y = %b", A, B, Y); // Display A,
24             B, and Y
25         end
26     end
27     $display("All combinations tested");
28     $finish;
29 end
30
31 endmodule

```

4.2 And Circuit Waveform

At 1ns, A and B are both 0000, so Y is also 0000

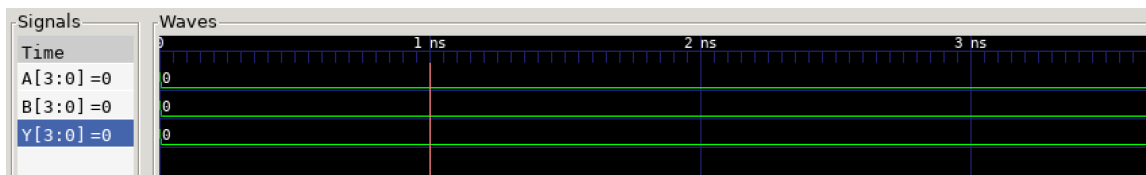


Figure 10: And Circuit with marker at 1ns

At 500ns, A=0011 and B=0010, so Y=0010

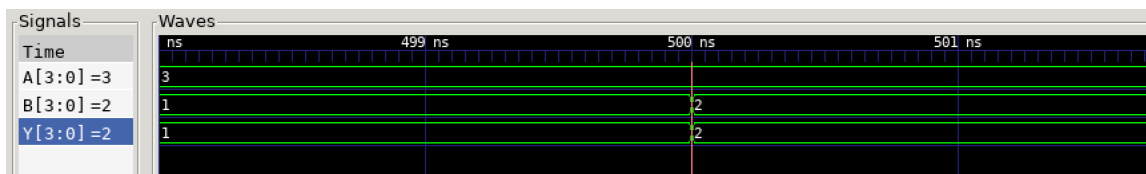


Figure 11: And Circuit with marker at 500ns

At 2550ns, A and B are both F (1111), so Y is also F (1111).

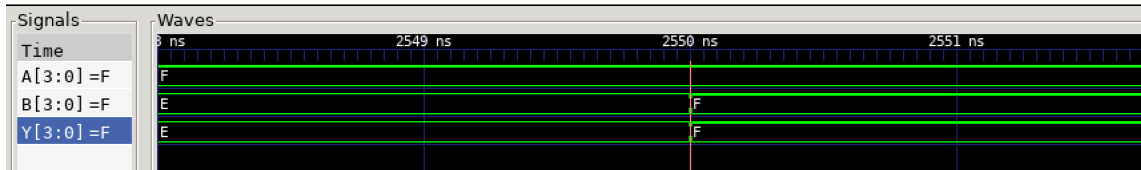


Figure 12: And Circuit with marker at 2550ns

5 Nand Circuit

The Nand circuit takes two 4-bit inputs A and B, with a 4-bit output Y. A and B will undergo the bitwise Nand operation, and the result will be output to Y.

5.1 Nand Circuit Verilog Code

```

1  'ifndef NAND_GATE_V
2  'define NAND_GATE_V
3
4  module nand_gate (Y, A, B);
5      output [3:0] Y;
6      input [3:0] A, B;
7
8      assign Y = ~(A & B);
9  endmodule
10
11 'endif

```

To test the Nand circuit, we have created two registers A and B, as well as a wire Y. We then create a for loop to produce all 16 possible values for A and B. We will know that our Nand circuit is behaving as expected if Y produces correct values for all combinations of A and B. For example, if A=0001 and B=0001, the expected result for Y is 1110.

```

1  'timescale 1ns / 1ns
2  'include "nand_gate.v"
3
4  module nand_tb;
5
6  reg [3:0] A, B;
7  wire [3:0] Y;
8
9  nand_gate uut(Y, A, B);
10

```

```

11 integer i, j;
12
13 initial begin
14
15     $dumpfile("nand_tb.vcd");
16     $dumpvars(0, nand_tb);
17
18     // Loop through all 16 possible values of A and B
19     for (i = 0; i < 16; i = i + 1) begin
20         for (j = 0; j < 16; j = j + 1) begin
21             A = i;
22             B = j;
23             #10;
24             $display("A = %b, B = %b, Y = %b", A, B, Y); // Display A, B,
and Y
25         end
26     end
27
28     $display("All combinations tested");
29     $finish;
30 end
31
32 endmodule

```

5.2 Nand Circuit Waveform

At 1ns, A and B are both 0000, so Y is F (1111).

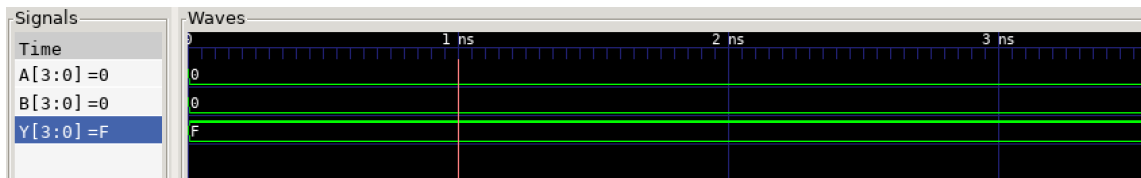


Figure 13: Nand Circuit with marker at 1ns

At 500ns, A=0011 and B=0010, so Y=D (1101)

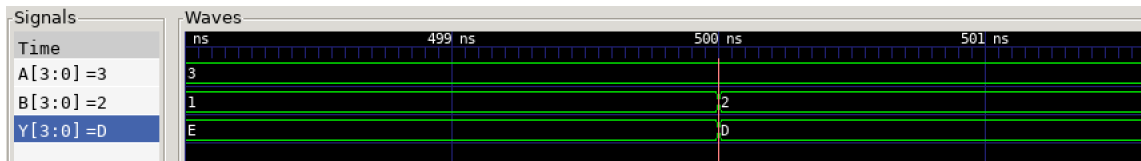


Figure 14: Nand Circuit with marker at 500ns

At 2500ns, A and B are both F (1111), so Y is 0000.

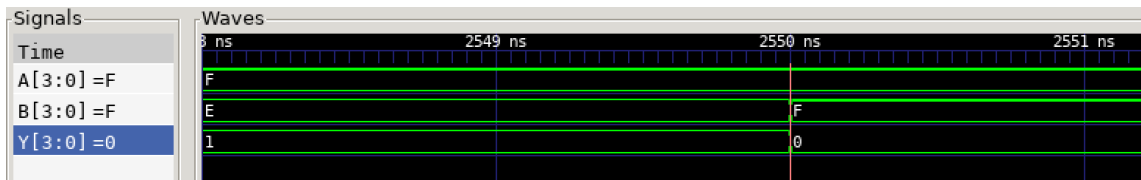


Figure 15: Nand Circuit with marker at 560ns

6 Or Circuit

The Or circuit takes two 4-bit inputs A and B, and has a 4-bit output Y. Each bit of Y is the result of a bitwise OR operation applied between corresponding bits in A and B. ““

Figure 16: Or truth table and gate

6.1 Or Circuit Verilog Code

```

1  'ifndef OR_GATE_V
2  'define OR_GATE_V
3
4  module or_gate (Y, A, B);
5      output [3:0] Y;
6      input [3:0] A, B;
7      assign Y = A | B;
8  endmodule
9
10 'endif

```

To test the Nor circuit, we have created two registers, A and B, as well as a wire Y. This way we are able to take two inputs at a time and test each possible input for the circuit.

We'll know if this is working correctly if Y returns 1 for the test where A and B are 0 and Y should return 0 for the rest.

6.2 Or Circuit Waveform

At 0 ns, A and B are 0, so Y is 1.

Figure 17: Nor Circuit with marker at 0ns

At 10 ns, A is 0 and B is 1, so Y is now 0.

Figure 18: Nor Circuit with marker at 10ns

At 20 ns, A is 1 and B is 0, so Y is still 0.

Figure 19: Nor Circuit with marker at 20ns

At 30 ns, both A and B are 1, so Y again stays 0.

Figure 20: Or Circuit with marker at 30ns

7 Nor Circuit

The Nor circuit takes two inputs, A and B, with an output Y. This will output a 0 if either A or B is a 1, and will only output 1 if A and B are both 0.

““

Figure 21: Nor truth table and gate

7.1 Nor Circuit Verilog Code

```

1  'ifndef NOR_GATE_V
2  'define NOR_GATE_V
3
4  module nor_gate (Y, A, B);
5      output [3:0] Y;
6      input [3:0] A, B;
7      assign Y = !(A | B);
8  endmodule
9
10 'endif

```

To test the Nor circuit, we have created two registers, A and B, as well as a wire Y. This way we are able to take two inputs at a time and test each possible input for the circuit. We'll know if this is working correctly if Y returns 1 for the test where A and B are 0 and Y should return 0 for the rest.

7.2 Nor Circuit Waveform

At 0 ns, A and B are 0, so Y is 1.

Figure 22: Nor Circuit with marker at 0ns

At 10 ns, A is 0 and B is 1, so Y is now 0.

Figure 23: Nor Circuit with marker at 10ns

At 20 ns, A is 1 and B is 0, so Y is still 0.

Figure 24: Nor Circuit with marker at 20ns

At 30 ns, both A and B are 1, so Y again stays 0.

Figure 25: Nor Circuit with marker at 30ns

8 Xor Circuit

The Xor circuit takes two 4-bit inputs A and B, with a 4-bit output Y. A and B will undergo the bitwise Xor operation, and the result will be output to Y.

```

1  'ifndef XOR_GATE_V
2  'define XOR_GATE_V
3
4  module xor_gate (Y, A, B);
5      output [3:0] Y;
6      input [3:0] A, B;
7      assign Y = A ^ B;
8  endmodule
9
10 'endif

```

To test the Xor circuit, we have created two registers A and B, as well as a wire Y. We then create a for loop to produce all 16 possible values for A and B. We will know that our Xor

circuit is behaving as expected if Y produces correct values for all combinations of A and B. For example, if A=1010 and B=1101, the expected result for Y is 0111.

```

1  `timescale 1ns / 1ns
2  `include "xor_gate.v"
3
4  module xor_tb;
5
6      reg [3:0] A, B;
7      wire [3:0] Y;
8
9      xor_gate uut(Y, A, B);
10
11     integer i, j;
12
13     initial begin
14         $dumpfile("xor_tb.vcd");
15         $dumpvars(0, xor_tb);
16
17         // Loop through all 16 possible values of A and B
18         for (i = 0; i < 16; i = i + 1) begin
19             for (j = 0; j < 16; j = j + 1) begin
20                 A = i;
21                 B = j;
22                 #10;
23                 $display("A = %b, B = %b, Y = %b", A, B, Y); // Display A,
24                 B, and Y
25             end
26         end
27
28         $display("All combinations tested");
29         $finish;
30     end
31 endmodule

```

8.1 Xor Circuit Waveform

At 1ns, A and B are both 0000, so Y is also 0000.

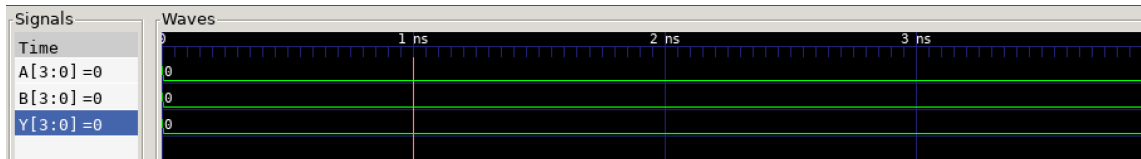


Figure 26: Xor Circuit with marker at 1ns

At 500ns, A=0011 and B=0010, so Y=0001.

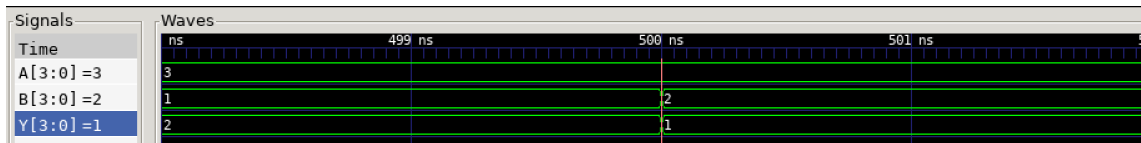


Figure 27: Xor Circuit with marker at 500ns

At 2500ns, A and B are both F, so Y=0000.

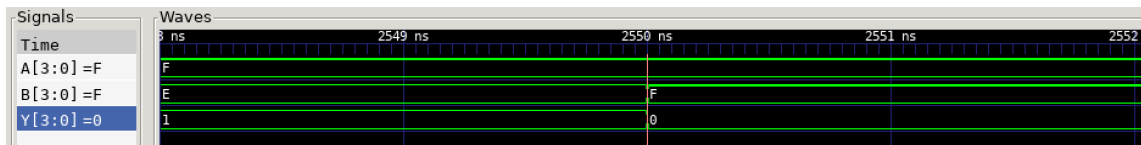


Figure 28: Xor Circuit with marker at 2500ns

9 XNor Circuit

The Xnor circuit takes two 4-bit inputs A and B, with a 4-bit output Y. A and B will undergo the bitwise Xnor operation, and the result will be output to Y.

```

1 'ifndef xnor_GATE_V
2 'define xnor_GATE_V
3
4 module xnor_gate (Y, A, B);
5     output [3:0] Y; // 4-bit output
6     input [3:0] A; // 4-bit input
7     input [3:0] B; // 4-bit input
8     assign Y = ~(A ^ B);
9 endmodule
10

```

```
11 'endif
```

To test the Xnor circuit, we have created two registers A and B, as well as a wire Y. We give the circuit some test cases to test its validity. We will know that our Xnor circuit is behaving as expected if Y produces correct values for all combinations of A and B. For example, if A = 1010 and B = 1101, the expected result for Y is 1000.

```
1 'timescale 1ns / 1ns
2 'include "xnor_gate.v"
3
4 module xnor_tb;
5
6 reg [3:0] A;
7 reg [3:0] B;
8 wire [3:0] Y;
9
10 xnor_gate uut(
11     .Y(Y),
12     .A(A),
13     .B(B));
14
15 integer i; // Loop variable
16 initial begin
17
18     $dumpfile("xnor_tb.vcd");//holds output waveform
19     $dumpvars(0, xnor_tb);
20     // Apply test cases
21     A = 4'b0000; B = 4'b0000; #10;
22     A = 4'b0000; B = 4'b1111; #10;
23     A = 4'b1010; B = 4'b0101; #10;
24     A = 4'b1100; B = 4'b1010; #10;
25     A = 4'b1111; B = 4'b1111; #10;
26     A = 4'b0110; B = 4'b0110; #10;
27     A = 4'b1001; B = 4'b1001; #10;
28     A = 4'b1101; B = 4'b0111; #10;
29
30
31     $display("Testing xnor");
32
33 end
34
35 endmodule
```


9.1 Xnor Circuit Waveform

At 1ns, A and B are both 0h (0000), so Y is Fh(0000).

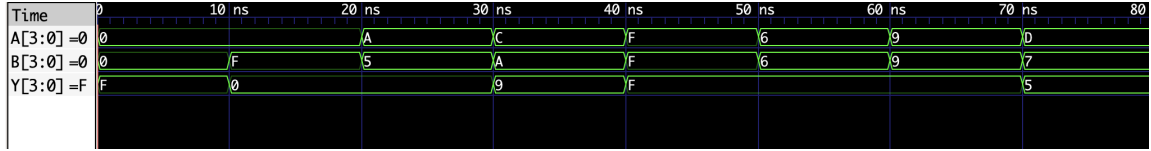


Figure 29: Xnor Circuit with marker at 1ns

At 20ns, A = Ah (1010) and B = 5h(0101), so Y = 0h (0000).

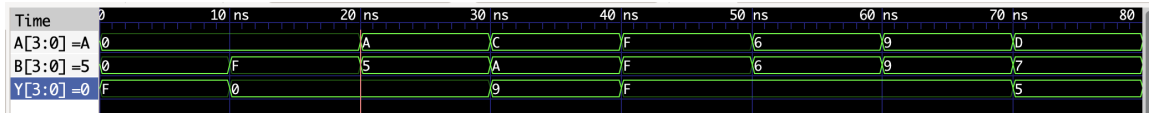


Figure 30: Xor Circuit with marker at 500ns

At 40ns, A and B are both Fh(1111), so Y = Fh(1111).

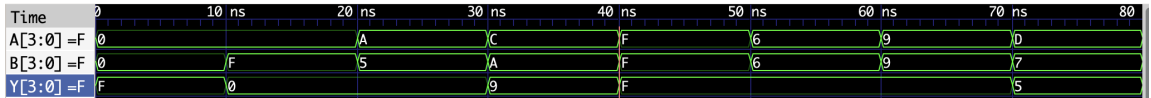


Figure 31: Xor Circuit with marker at 2500ns

10 Addition Circuit

The Addition circuit takes two 4-bit inputs A and B along with a 1-bit carry in to extend the output range from 15 to 31. The circuit's outputs include a 4-bit output called Sum, along with a 1-bit carry out to accommodate the extended range. The has an intermediary 5-bit variable, full sum, which is used to extract carry out and partial sum. First the full sum is found by adding A, B, and carry in. Then, Sum is assigned to the 4 lower bits of full sum. Then, carry out is assigned to the 5th bit of full sum.

```

1 'ifndef ADDITION_V
2 'define ADDITION_V
3

```

```

4 module addition (
5     input  [3:0] A,          // 4-bit input A
6     input  [3:0] B,          // 4-bit input B
7     input  carry_in,         // 1-bit carry in
8     output [3:0] Sum,        // 4-bit sum output
9     output carry_out         // 1-bit carry out
10 );
11
12     wire [4:0] full_sum;     // 5-bit sum to accommodate carry-out
13
14     // Perform the addition with carry_in
15     assign full_sum = A + B + carry_in;
16
17     // Assign the lower 4 bits of the sum to the Sum output
18     assign Sum = full_sum[3:0];
19
20     // The 5th bit is the carry_out
21     assign carry_out = full_sum[4];
22
23 endmodule
24
25 `endif

```

To test the Addition circuit, we have created two registers A and B, a register carry in, a wire Sum, and a wire carry out. We then perform 5 tests with A, B, and carry in at various values. We will know that the Addition circuit is working as expected if carry out plus Sum produces correct results for every combination of A, B, and carry in that we have tested. For example, if A is 1000, B is 1000, and carry in is 1, then the expected result: Sum is 0001, carry out is 1 for a decimal value of 17.

```

1 `timescale 1ns / 1ns
2 `include "addition.v" // Include the addition module
3
4 module addition_tb;
5
6     reg [3:0] A, B;          // 4-bit inputs
7     reg carry_in;            // 1-bit carry in
8     wire [3:0] Sum;          // 4-bit sum output
9     wire carry_out;          // 1-bit carry out
10
11     // Instantiate the addition module
12     addition uut (
13         .A(A),

```

```
14     .B(B),
15     .carry_in(carry_in),
16     .Sum(Sum),
17     .carry_out(carry_out)
18 );
19
20 // Test cases
21 initial begin
22     // Initialize dump file for waveform
23     $dumpfile("addition_tb.vcd");
24     $dumpvars(0, addition_tb);
25
26     // Test 1: A = 4'b0001, B = 4'b0010, carry_in = 0
27     A = 4'b0001;
28     B = 4'b0010;
29     carry_in = 1'b0;
30     #10;
31     $display("Test 1: A = %b, B = %b, carry_in = %b => Sum = %b,
carry_out = %b", A, B, carry_in, Sum, carry_out);
32
33     // Test 2: A = 4'b1111, B = 4'b0001, carry_in = 0 (expect carry_out
= 1)
34     A = 4'b1111;
35     B = 4'b0001;
36     carry_in = 1'b0;
37     #10;
38     $display("Test 2: A = %b, B = %b, carry_in = %b => Sum = %b,
carry_out = %b", A, B, carry_in, Sum, carry_out);
39
40     // Test 3: A = 4'b1010, B = 4'b0101, carry_in = 0
41     A = 4'b1010;
42     B = 4'b0101;
43     carry_in = 1'b0;
44     #10;
45     $display("Test 3: A = %b, B = %b, carry_in = %b => Sum = %b,
carry_out = %b", A, B, carry_in, Sum, carry_out);
46
47     // Test 4: A = 4'b1000, B = 4'b1000, carry_in = 1 (expect carry_out
= 1)
48     A = 4'b1000;
49     B = 4'b1000;
50     carry_in = 1'b1;
51     #10;
```

```

52     $display("Test 4: A = %b, B = %b, carry_in = %b => Sum = %b,
53     carry_out = %b", A, B, carry_in, Sum, carry_out);
54
55     // Test 5: A = 4'b0000, B = 4'b0000, carry_in = 1 (expect carry_out
56     = 0)
57     A = 4'b0000;
58     B = 4'b0000;
59     carry_in = 1'b1;
60     #10;
61     $display("Test 5: A = %b, B = %b, carry_in = %b => Sum = %b,
62     carry_out = %b", A, B, carry_in, Sum, carry_out);
63
64     // Finish simulation
65     $finish;
66 end
67 endmodule

```

10.1 Addition Circuit Waveform

At 2ns, A is 1 and B is 2, so Sum is 3 with carry in and carry out at 0.

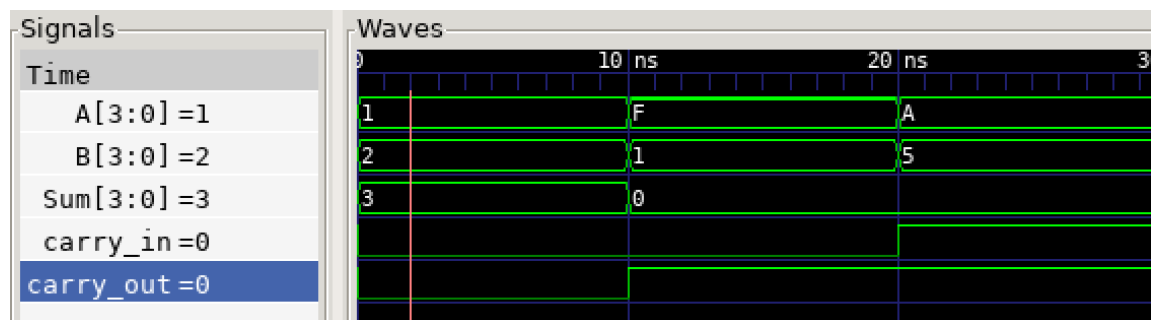


Figure 32: Addition Circuit with marker at 2ns

At 20ns, A is A(1010) and B is 5(0101), so Sum is F(1111) with carry in and carry out at 0.

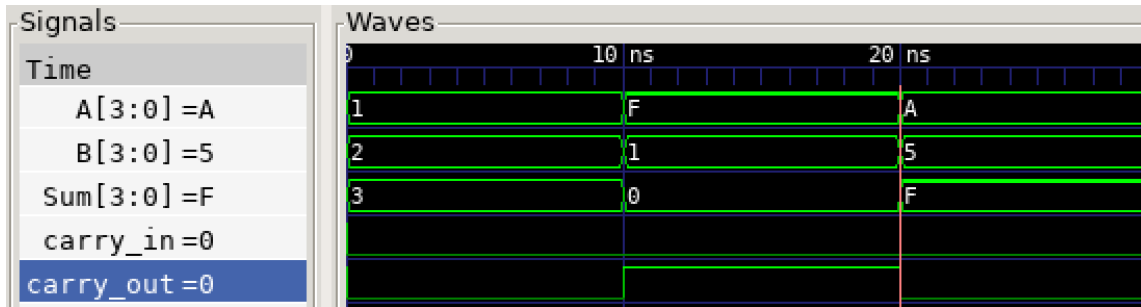


Figure 33: Addition Circuit with marker at 20ns

At 30ns, A and B are both 8(1000), so Sum is 1 with carry in and carry out at 1, resulting in a decimal value of 17.

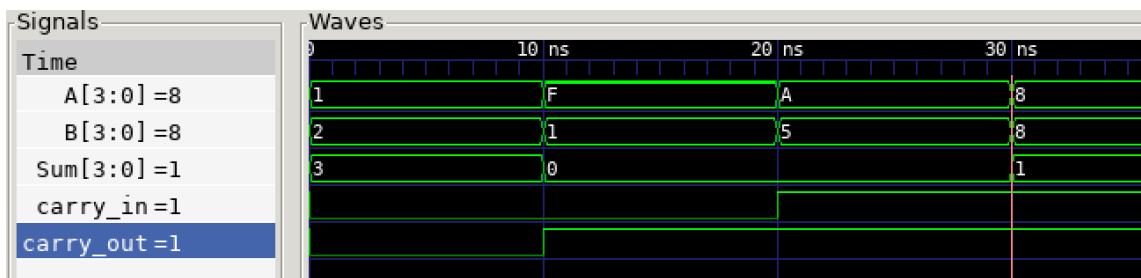


Figure 34: Addition Circuit with marker at 30ns

11 Multiplication Circuit

The Multiplication circuit takes two 4-bit inputs A and B, and produces two 4-bit outputs, product_low and product_high, representing the high and low 4 bits of the product of A and B. The circuit has an intermediary 8-bit variable, full product, which is used to extract the low and high 4 bits of the product. First, full product is assigned to the product of A and B. Then, product_low is assigned the first 4 bits of full product. Then, product_high is assigned the last 4 bits of full product.

```

1 'ifndef MULTIPLICATION_V
2 'define MULTIPLICATION_V
3
4 module multiplier_4bit (
5     input [3:0] A, B,
6     output [3:0] product_low, // Lower 4 bits of the product
7     output [3:0] product_high // Upper 4 bits of the product

```

```

8 );
9     wire [7:0] full_product;      // 8-bit wire to hold the full product
10
11     assign full_product = A * B;
12     assign product_low = full_product[3:0];    // Lower 4 bits
13     assign product_high = full_product[7:4];   // Upper 4 bits
14 endmodule
15
16 `endif

```

To test the Multiplication circuit, we have created two registers A and B, and two wires product_low and product_high. We then perform 5 tests with A and B at various values. We will know that the Multiplication circuit is working as expected if product_low, product_high produces correct results for every combination of A times B that we have tested. For example, if A is 1111 and B is 1111, then the expected result: product_high is 1110, product_low is 0001 for a decimal value of 225.

```

1 `timescale 1ns / 1ns
2 `include "multiplication.v"
3
4 module multiplication_tb;
5
6     reg [3:0] A, B;
7     wire [3:0] product_low;
8     wire [3:0] product_high;
9
10    multiplier_4bit uut (
11        .A(A),
12        .B(B),
13        .product_low(product_low),
14        .product_high(product_high)
15    );
16
17    initial begin
18        $dumpfile("multiplication_tb.vcd");
19        $dumpvars(0, multiplication_tb);
20
21        A = 4'b0010; B = 4'b0011; #10;
22        $display("A = %b, B = %b, product_low = %b, product_high = %b", A,
23        B, product_low, product_high);
24
25        A = 4'b0101; B = 4'b0101; #10;

```

```

25     $display("A = %b, B = %b, product_low = %b, product_high = %b", A,
26     B, product_low, product_high);
27
28     A = 4'b0110; B = 4'b0011; #10;
29     $display("A = %b, B = %b, product_low = %b, product_high = %b", A,
30     B, product_low, product_high);
31
32     A = 4'b1001; B = 4'b0100; #10;
33     $display("A = %b, B = %b, product_low = %b, product_high = %b", A,
34     B, product_low, product_high);
35
36     A = 4'b1111; B = 4'b1111; #10;
37     $display("A = %b, B = %b, product_low = %b, product_high = %b", A,
38     B, product_low, product_high);
39
40     $display("Selected test cases completed");
41     $finish;
42 end
43 endmodule

```

11.1 Multiplication Circuit Waveform

At 2ns, A is 2 and B is 3, so product high is 0 and product low is 6.

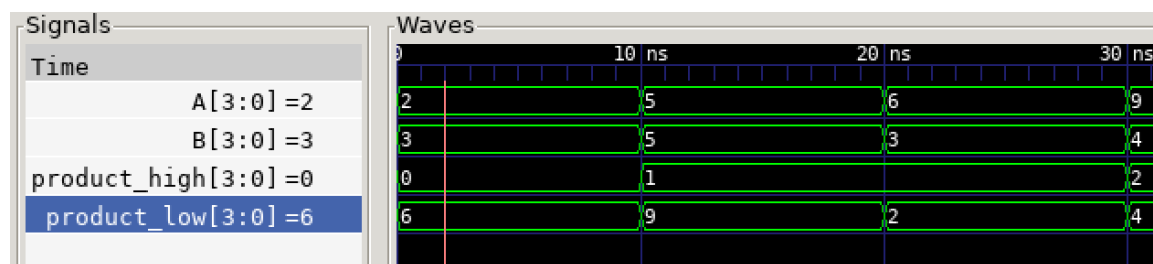


Figure 35: Multiplication Circuit with marker at 2ns

At 20ns, A is 6 and B is 3, so product upper is 0001 and product lower is 0010 for a decimal value of 18.

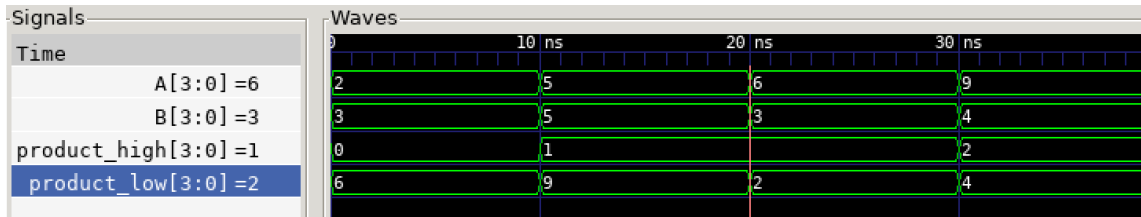


Figure 36: Multiplication Circuit with marker at 20ns

At 40ns, A and B are both F, so product upper is E and product lower is 0001 for a decimal value of 256.

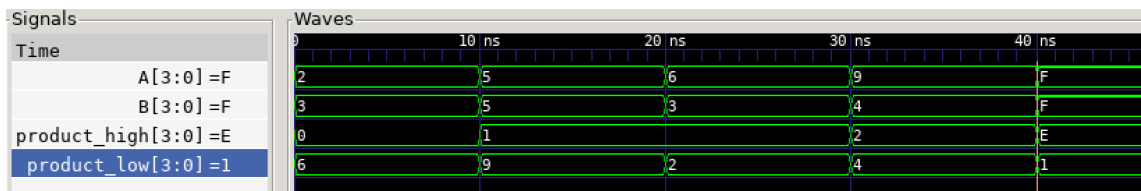


Figure 37: Multiplication Circuit with marker at 40ns

12 Subtraction Circuit

12.1 Subtraction Circuit Verilog Code

```

1  `ifndef SUBTRACTION_V
2  `define SUBTRACTION_V
3
4  module subtraction (Y, A, B);
5      output [3:0] Y; // 4-bit output
6      input [3:0] A; // 4-bit input A
7      input [3:0] B; // 4-bit input B
8
9      assign Y = A - B; // Perform 4-bit subtraction
10
11 endmodule
12
13 `endif

```

```

1  `timescale 1ns / 1ns
2  `include "subtraction.v"
3

```



```

4 module subtraction_tb;
5
6     reg [3:0] A;      // 4-bit input A
7     reg [3:0] B;      // 4-bit input B
8     wire [3:0] Y;     // 4-bit output Y (result of A - B)
9
10    subtraction uut (Y, A, B);
11
12    initial begin
13        $dumpfile("subtraction_tb.vcd"); // Holds output waveform
14        $dumpvars(0, subtraction_tb);
15
16        // Test cases for 4-bit subtraction
17        A = 4'b0001; B = 4'b0001; #10; // Expected Y: 0000
18        A = 4'b1010; B = 4'b0011; #10; // Expected Y: 0111
19        A = 4'b1100; B = 4'b0101; #10; // Expected Y: 1001
20        A = 4'b1111; B = 4'b1110; #10; // Expected Y: 0001
21        A = 4'b0101; B = 4'b1001; #10; // Expected Y: Overflow
22
23        $display("Testing subtraction");
24    end
25
26 endmodule

```

12.2 Subtraction Circuit Waveform

At 0ns, A is 1h (0001) and B is 1h (0001), so Y = 0h (0000)

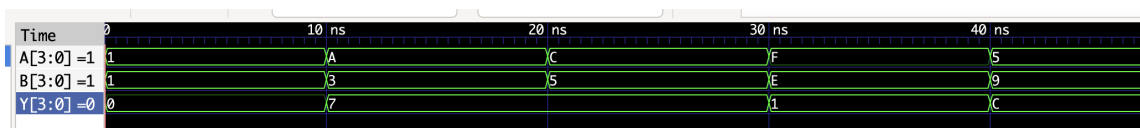


Figure 38: Subtraction Circuit with marker at 0ns

At 0ns, A is Ch (1100) and B is 5h (0101), so Y = 7h (0111)

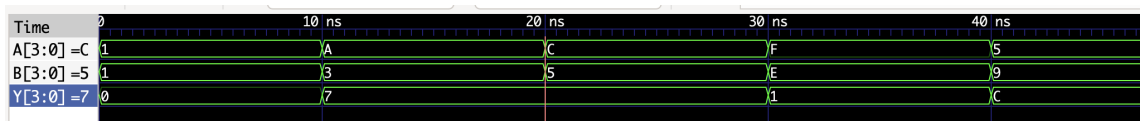


Figure 39: Subtraction Circuit with marker at 20ns

At 0ns, A is 5h (0101) and B is 9h (1001), so Y = Ch (1100)

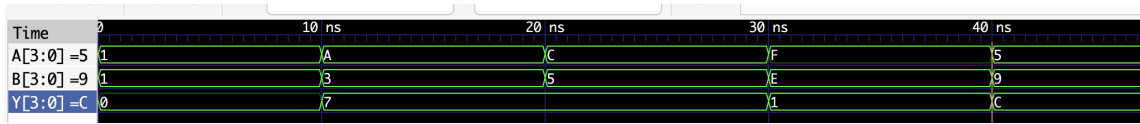


Figure 40: Multiplication Circuit with marker at 40ns

13 Conclusion

This project introduced the design and testing of a basic 4-bit Arithmetic Logic Unit (ALU). We coded essential logic functions like AND, OR, and NOT, along with shifting operations, which are crucial for handling binary data. We also developed basic arithmetic operations—addition, subtraction, multiplication, and division—which included handling carries and remainders to ensure accurate results.

Testing the circuits and generating waveforms confirmed that our ALU worked correctly across different inputs. This process highlighted the importance of both accuracy in coding and thorough testing. Overall, the project has been valuable for understanding digital circuits and the structure of an ALU, preparing us for more advanced digital logic design.