VHDL for FPGA Design/4-Bit ALU

4-Bit ALU VHDL Code

A combinatorial ALU with the following operations:

Operation	Result	Flag	Description
000	Nibble1 + Nibble2	Carry = Overflow	Addition
001	Nibble1 - Nibble2	1 if Nibble2 > Nibble1, 0 otherwise	Test / diff
010	Nibble1 AND Nibble2	0	Bitwise AND
011	Nibble1 OR Nibble2	0	Bitwise OR
100	Nibble1 XOR Nibble2	0	Bitwise XOR
101	15 - Nibble1	0	Bitwise inverse of Nibble1
110	15 - Nibble2	0	Bitwise inverse of Nibble2
111	Nibble1 + Nibble2 + 1	Carry = Overflow	Addition

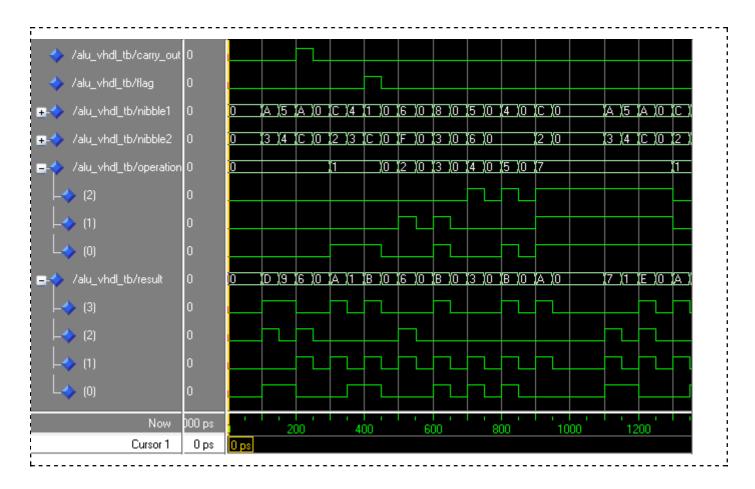
```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.NUMERIC STD.ALL;
entity ALU_VHDL is
            port
                          Nibble1, Nibble2 : in std logic vector(3 downto 0);
                          Operation: in std logic vector(2 downto 0);
                          Carry Out : out std logic;
                          Flag : out std logic;
                          Result : out std logic vector(3 downto 0)
             );
end entity ALU VHDL;
architecture Behavioral of ALU VHDL is
             signal Temp: std logic vector(4 downto 0);
begin
            process(Nibble1, Nibble2, Operation, temp) is
            begin
                          Flag <= '0';
                           case Operation is
                                        when "000" => -- res = nib1 + nib2, flag = carry = overflow
                                                                               <= std logic vector((unsigned("0" & Nibble1) + unsigned("0" & Nib
```

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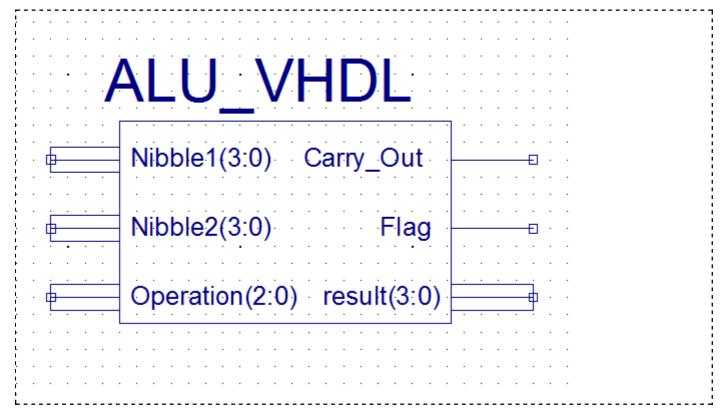
```
Result <= temp(3 downto 0);</pre>
                                               Flag \leq temp(4);
                                   when "001" => -- res = |nib1 - nib2|, flag = 1 iff nib2 > nib1
                                                if (Nibble1 >= Nibble2) then
                                                          Result <= std logic vector(unsigned(Nibble1) - unsigned()
                                                          Flag <= '0';
                                                           Result <= std logic vector(unsigned(Nibble2) - unsigned()
                                                          Flag <= '1';
                                               end if;
                                   when "010" =>
                                               Result <= Nibble1 and Nibble2;</pre>
                                   when "011" =>
                                               Result <= Nibble1 or Nibble2;</pre>
                                   when "100" =>
                                               Result <= Nibble1 xor Nibble2;
                                   when "101" =>
                                              Result <= not Nibble1;</pre>
                                   when "110" =>
                                               Result <= not Nibble2;</pre>
                                   when others => -- res = nib1 + nib2 + 1, flag = 0
                                               Temp <= std logic vector((unsigned("0" & Nibble1) + unsigned("0" 
                                               Result <= temp(3 downto 0);</pre>
                                               Flag \leq temp(4);
                       end case;
            end process;
end architecture Behavioral;
```

Simulation Waveform

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Generated Symbol



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