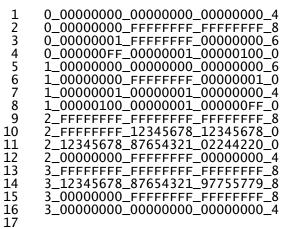
```
// Nattapon Oonlamom
       // 04/07/2023
       // EE 469
// Lab 1: ALU and Register (Task 3)
 3
 4
 5
 6
       /* ALU - Artihmatic Logic Unit: (32-bit)
        * The ALU is able to Add, Subtract, Compare (AND, OR)
 8
        * The ALU also verify Negative, Zero, Carry, oVerflow
 9
10
        * Overall Inputs/Outputs listed below:
                            32-bit a, b
11
               Inputs:
                            2-bit ALUControl
12
        *
13
               Outputs: 32-bit Result
14
                            4-bit ALUFlags
15
      module alu (input logic [31:0] a, b, input logic [1:0] ALUControl, output logic [31:0] Result, output logic [3:0] ALUFlags);
16
17
18
19
20
21
           // Logic for ALU
           logic [31:0] sum; // overall sum
logic [31:0] temp; // updated b
logic [32:0] temp1; // sum with carry
logic c_out, temp2; // carry out and most-sig-bit
22
23
24
25
26
27
           // Assign addition with updated b and a carry
           assign temp = (ALUControl == 2'b01) ? ~b:b;
assign temp2 = (ALUControl[0] && (temp != 32'b0) && (temp != ~32'b0)) ? 1'b1:1'b0; //
28
29
       padded new b
           assign temp1 = ({1'b0, a} + {temp2, temp} + ALUControl[0]); // adder
30
           assign sum = temp1[31:0];
31
           assign c_out = (~ALUControl[1]) ? temp1[32] : 1'b0;
32
33
34
           // Combinational logics for ALU
35
           always_comb begin
               case (ALUControl)
2'b00: Result = sum;
36
                                                    // Add
37
                   2'b10: Result = sum; // Sub
2'b11: Result = a & b; // AND
2'b11: Result = a | b:
38
39
40
41
               endcase
42
           end
43
           assign ALUFlags[3] = Result[31];
assign ALUFlags[2] = (Result == 32'b0);
assign ALUFlags[1] = c_out;
44
                                                                                                  // Negative Flag (N)
45
                                                                                                  // Zero Flag
                                                                                                                           (Z)
                                                                                                  // Carry Flag
46
                                                                                                                            (C)
           assign ALUFlags[0] = ((~ALUControl[1]) &&
	(~(ALUControl[0] ^ a[31] ^ b[31])) &&
	(a[31] ^ Result[31]));
47
                                                                                                  // overflow flag
                                                                                                                           (V)
48
49
50
51
       endmodule
```



```
// Nattapon Oonlamom
       // 04/07/2023
// EE 469
// Lab 1: ALU and Register (Task 3)
 3
 4
 5
6
7
         * Testbench for the alu.sv to test for correctly functioning ALUControl
 8
9
         * and displaying the correct result as expected
       module alu_testbench();
   // logic to simulate
10
11
            logic clk;
logic [31:0] a, b;
logic [1:0] ALUControl;
logic [31:0] Result;
logic [3:0] ALUFlags;
logic [103:0] testvectors [1000:0];
12
13
14
15
16
17
18
            // device under test
alu dut(.*);
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
            // clock setup
            parameter clock_period = 100;
            initial clk = 1;
            always begin
                 #(clock_period /2);
                 clk \ll clk;
            end
            // initial simulation
initial begin
                 $readmemh("alu.tv", testvectors);
                 for(int i = 0; i < 20; i = i + 1) begin
     {ALUControl, a, b, Result, ALUFlags} = testvectors[i]; @(posedge clk);</pre>
36
37
            end
38
39
       endmodule
```

```
// Nattapon Oonlamom
      // 04/07/2023
// EE 469
// Lab 1: ALU and Register (Task 2)
 3
 4
 5
 6
7
      /* 16x32 Register file module for specified data and address bus widths.
       * 2 Asynchronous read port (read_addr1 -> read_data1, read_addr2 -> read_data2)
 8
         and synchronous write port (write_data -> write_addr if wr_en)
 9
       * Overall Inputs/Outputs listed below:
* Inputs: 32-bit write_data
10
11
12
                        4-bit write_addr,read_addr1, read_addr2
       *
13
                        1-bit clk
14
             Outputs: 32-bit read_data1, read_data2
15
       */
     16
17
18
19
20
21
22
23
24
         // array declaration (registers)
logic [15:0] RAM [31:0];
         // write operation (synchronous)
always_ff @(posedge clk) begin
   if (wr_en) begin
25
26
27
28
29
30
                RAM[write_addr] <= write_data;</pre>
             end
         end
31
32
33
         // read operation (asynchronous)
         assign read_data1 = RAM[read_addr1];
34
35
         assign read_data2 = RAM[read_addr2];
36
      endmodule // reg_file
37
38
```

```
// Nattapon Oonlamom
      // 04/07/2023
      // EE 469
// Lab 1: ALU and Register (Task 2)
 3
 4
5
6
7
8
9
       * Testbench for the reg_file.sv to test for correctly functions read and write
     module reg_file_testbench();
10
          // logic to simulate
         logic clk, wr_en;
logic [31:0] write_data;
11
12
         logic [3:0] write_addr;
logic [3:0] read_addr1, read_addr2;
13
14
15
         logic [31:0] read_data1, read_data2;
16
17
         // device under test
18
         reg_file dut(.*);
19
20
         // clock setup
21
         parameter clock_period = 100;
22
23
24
         initial begin
             c1k \ll 0;
25
             forever #(clock_period /2) clk <= ~clk;</pre>
26
27
28
         // initial simulation
29
         initial begin
             write_data <= 4'b0001; wr_en <= 0; read_addr1 <= 2'b00; read_addr2 <= 2'b00;
addr <= 2'b00;     @(posedge clk);</pre>
30
     write_addr <= 2'b00;</pre>
             write_data <= 4'b0001; wr_en <= 0;
31
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b00;</pre>
     write_addr <= 2'b00;</pre>
                                    @(posedge clk);
             write_data <= 4'b0001; wr_en <= 1;
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b00;</pre>
32
     write_addr <= 2'b00;</pre>
                                    @(posedge clk);
             write_data <= 4'b0010; wr_en <= 1;
33
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b00;
     write_addr <= 2'b00;</pre>
                                    @(posedge clk);
             write_data <= 4'b0010; wr_en <= 0;
34
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b00;</pre>
                                    @(posedge clk);
     write_addr <= 2'b00;</pre>
             write_data <= 4'b0010; wr_en <= 0;
                                                       read_addr1 <= 2'b00; read_addr2 <= 2'b00;
35
     write_addr <= 2'b00;</pre>
                                    @(posedge clk);
             write_data <= 4'b0011; wr_en <= 1;</pre>
36
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b01;</pre>
             addr <= 2'b01;  @(posedge clk);
write_data <= 4'b0011; wr_en <= 0;
addr <= 2'b01;  @(posedge clk);
     write_addr <= 2'b01;</pre>
37
                                                        read_addr1 <= 2'b00; read_addr2 <= 2'b01;
     write_addr <= 2'b01;</pre>
             write_data <= 4'b0011; wr_en <= 0; read_addr1 <= 2'b00; read_addr2 <= 2'b01;</pre>
38
                                    @(posedge clk);
     write_addr <= 2'b01;</pre>
39
             $stop;
40
         end
41
```

42

endmodule