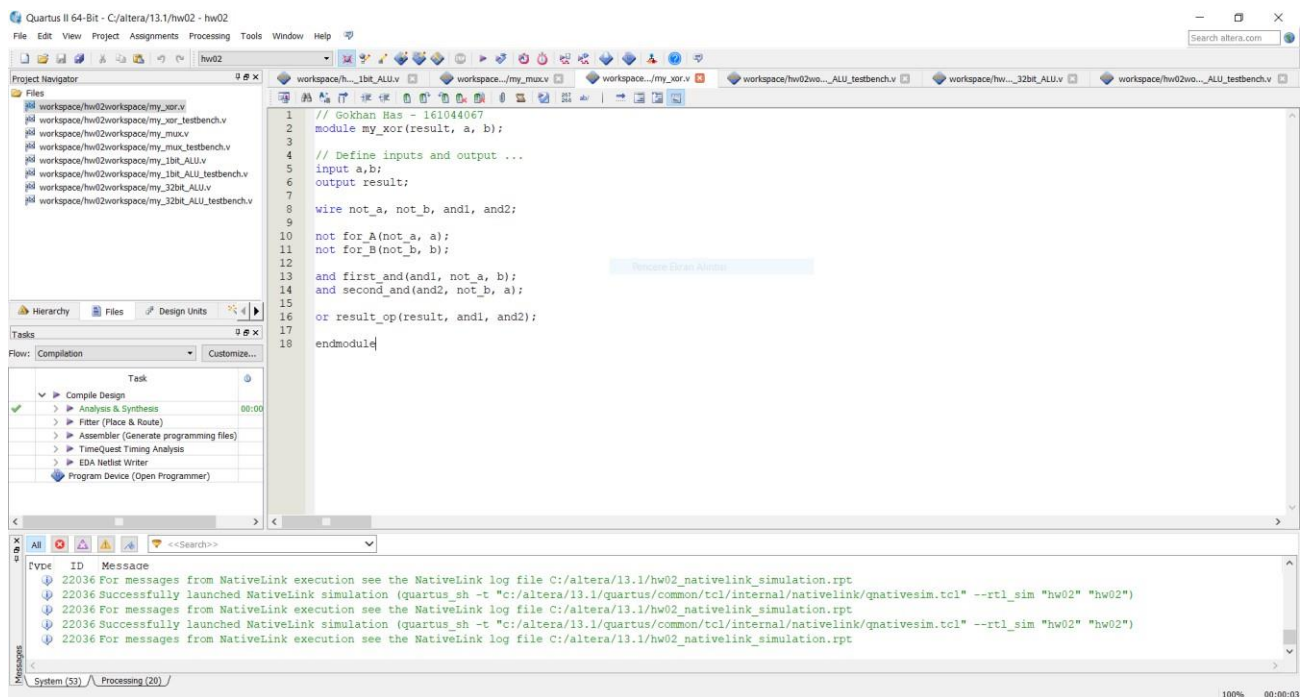
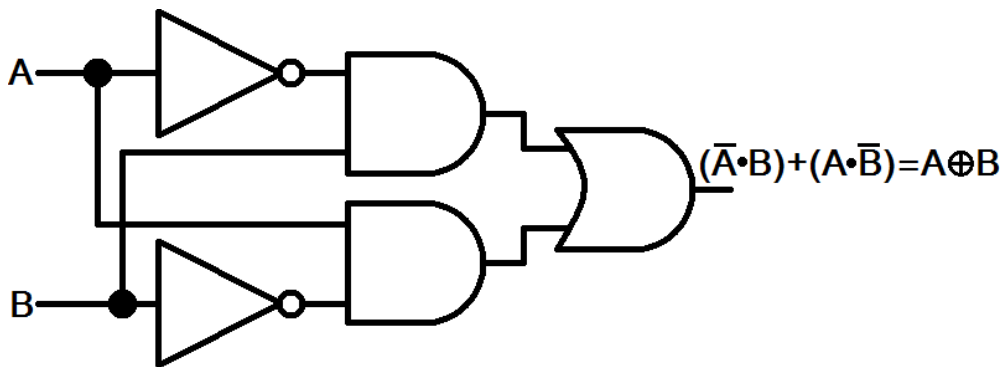


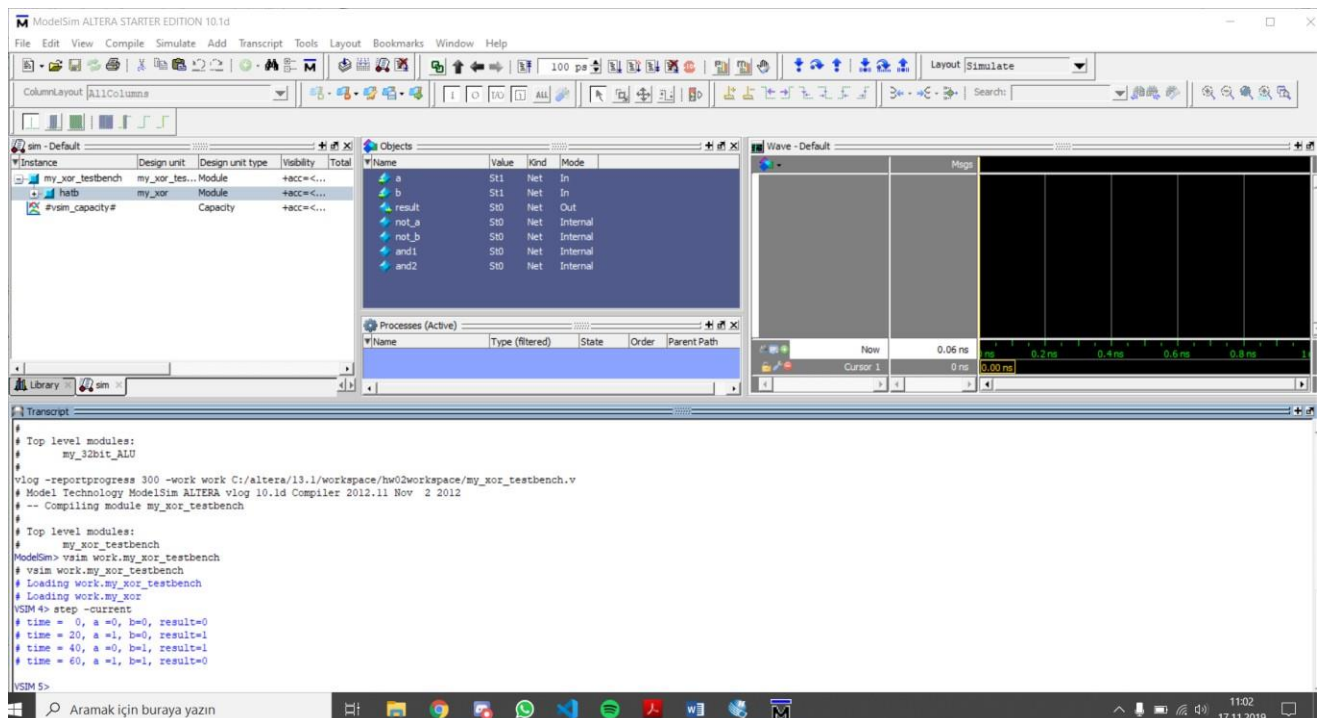
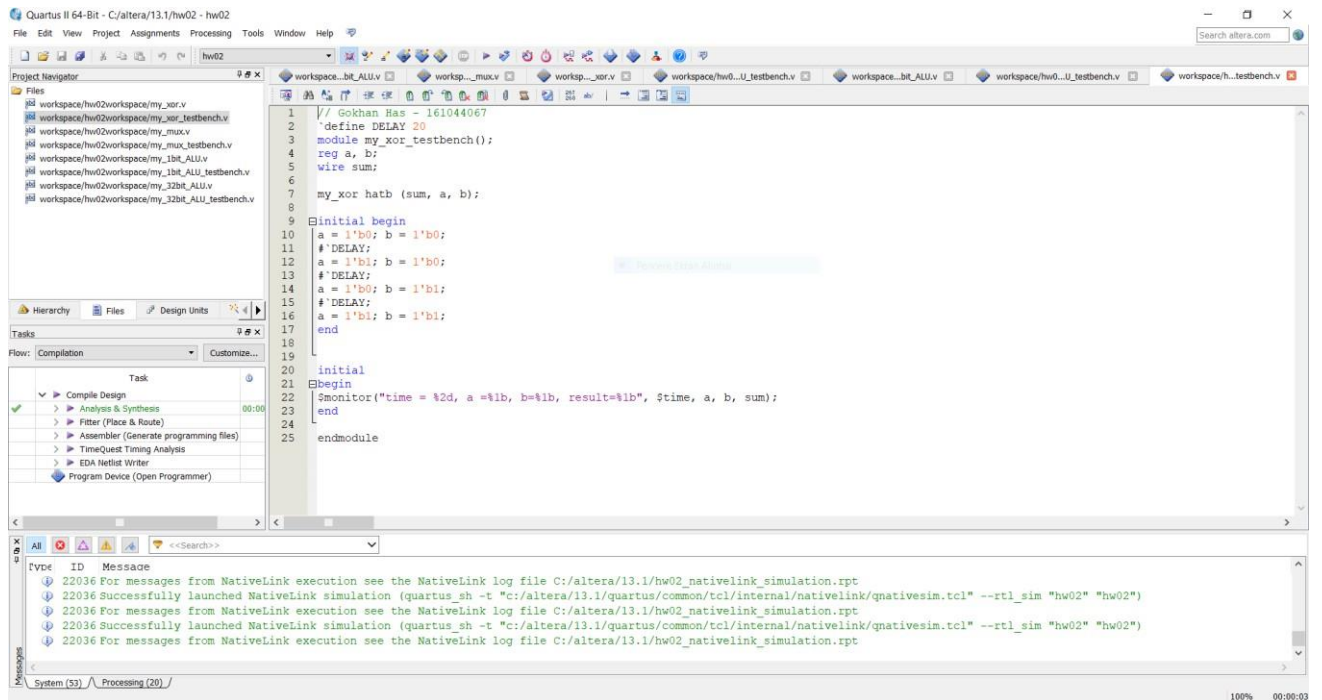
# CSE331 COMPUTER ORGANIZATION HOMEWORK 2

Gökhan HAS – 161044067

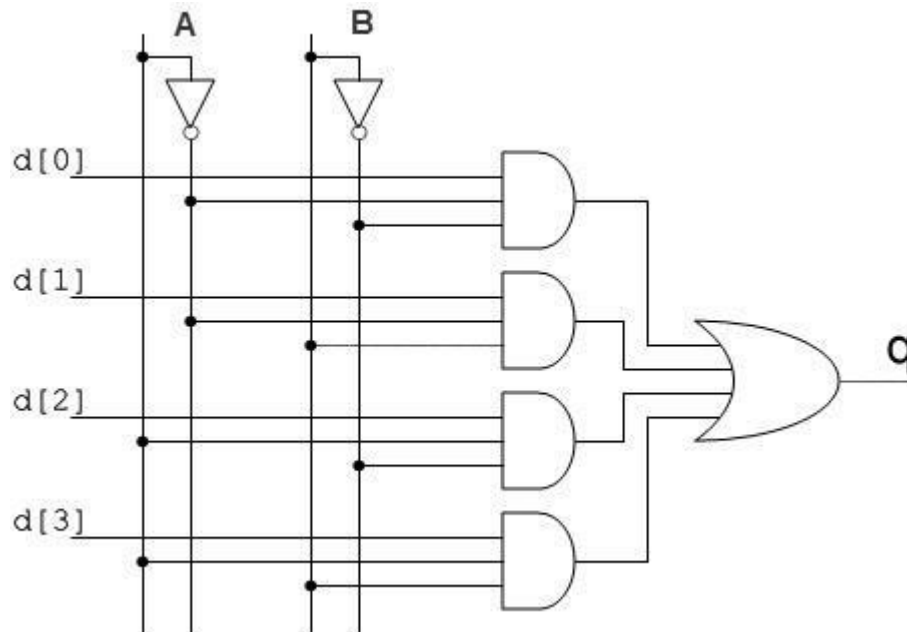
First, I started to design XOR gate. I used the following circuit for this process. I have used two NOT, two AND and one OR gate.



Here is a testbench code for xor;



## My\_Mux 4x1 :



Quartus II 64-Bit - C:/altera/13.1/hw02 - hw02

File Edit View Project Assignments Processing Tools Window Help

Project Navigator

- workspace/hw02/workspace/my\_mux.v
- workspace/hw02/workspace/my\_mux\_testbench.v
- workspace/hw02/workspace/my\_mux.v
- workspace/hw02/workspace/my\_mux\_testbench.v
- workspace/hw02/workspace/my\_1bit\_ALU.v
- workspace/hw02/workspace/my\_1bit\_ALU\_testbench.v
- workspace/hw02/workspace/my\_32bit\_ALU.v
- workspace/hw02/workspace/my\_32bit\_ALU\_testbench.v

Tasks

Flow: Completion Customize...

- Task
- Compile Design
- Analysis & Synthesis
- Fitter (Place & Route)
- Assembler (Generate programming files)
- TimeQuest Timing Analysis
- EDA Toolset Writer
- Program Device (Open Programmer)

```

1 // Gokhan Has - 161044067
2 module my_mux(result, a,b,c,d,s0,s1);
3
4 input a,b,c,d,s0,s1;
5 output result;
6
7 wire and0,and1,and2,and3,not_s0,not_s1;
8
9 not for_s0(not_s0, s0);
10 not for_s1(not_s1, s1);
11
12
13 and for_and0(and0, a, not_s0, not_s1);
14 and for_and1(and1, b, not_s0, s1);
15 and for_and2(and2, c, s0, not_s1);
16 and for_and3(and3, d, s0, s1);
17
18
19 or result_op(result, and0, and1, and2, and3);
20
21
22
23
24 endmodule

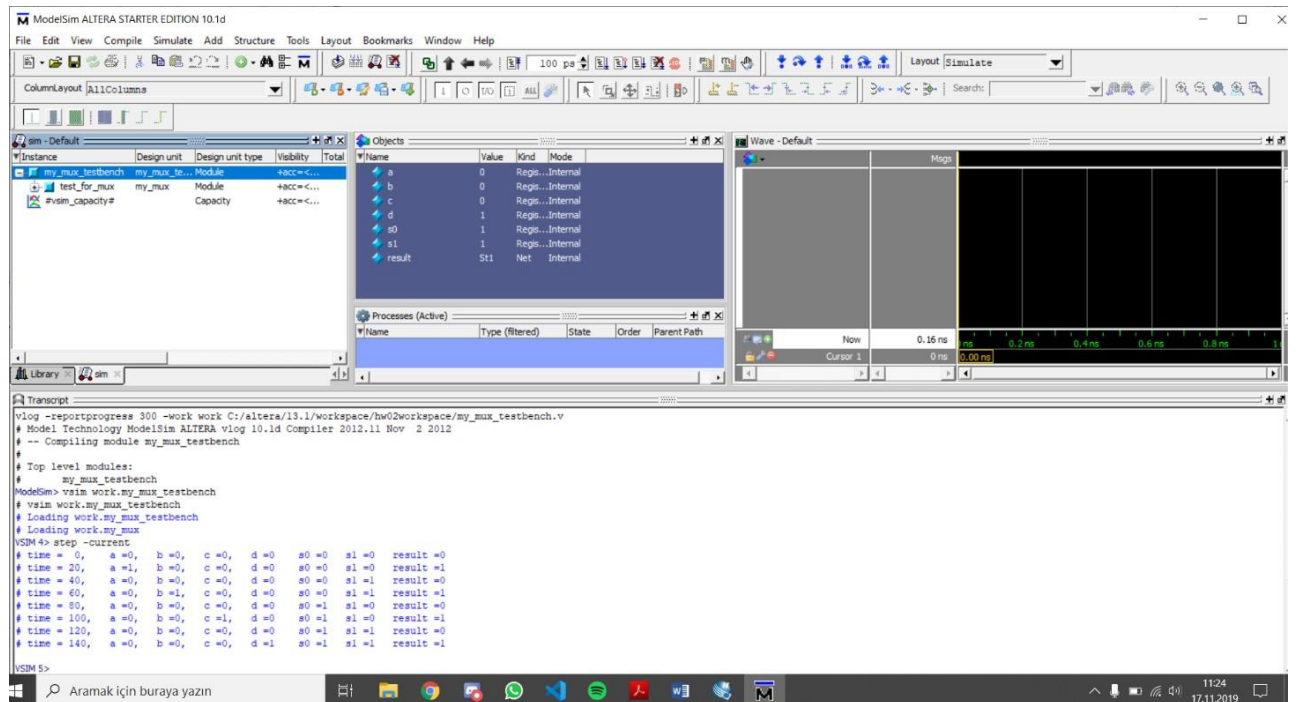
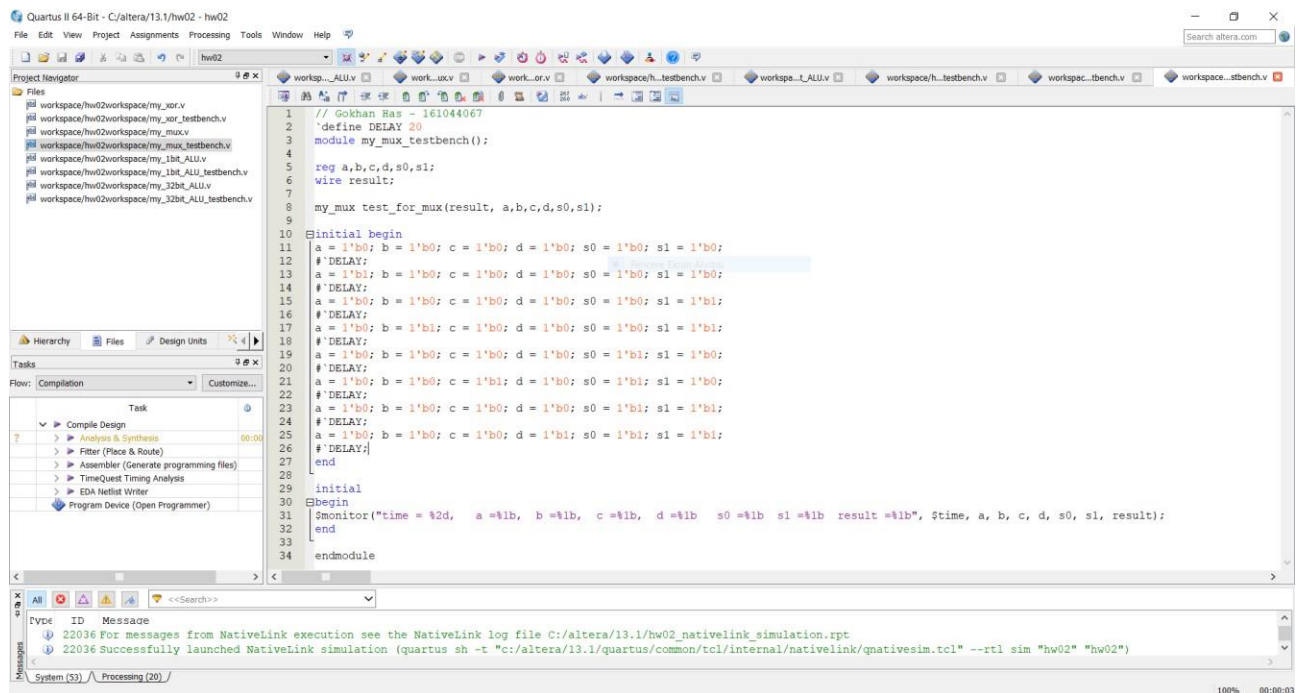
```

Messages

Type	ID	Message
22036		For messages from NativeLink execution see the NativeLink log file C:/altera/13.1/hw02_nativeLink_simulation.rpt
22036		Successfully launched NativeLink simulation (quartus_sh -t "c:/altera/13.1/quartus/common/tcl/internal/nativeLink/qnativesim.tcl" --rtl_sim "hw02" "hw02")
22036		For messages from NativeLink execution see the NativeLink log file C:/altera/13.1/hw02_nativeLink_simulation.rpt
22036		Successfully launched NativeLink simulation (quartus_sh -t "c:/altera/13.1/quartus/common/tcl/internal/nativeLink/qnativesim.tcl" --rtl_sim "hw02" "hw02")
22036		For messages from NativeLink execution see the NativeLink log file C:/altera/13.1/hw02_nativeLink_simulation.rpt

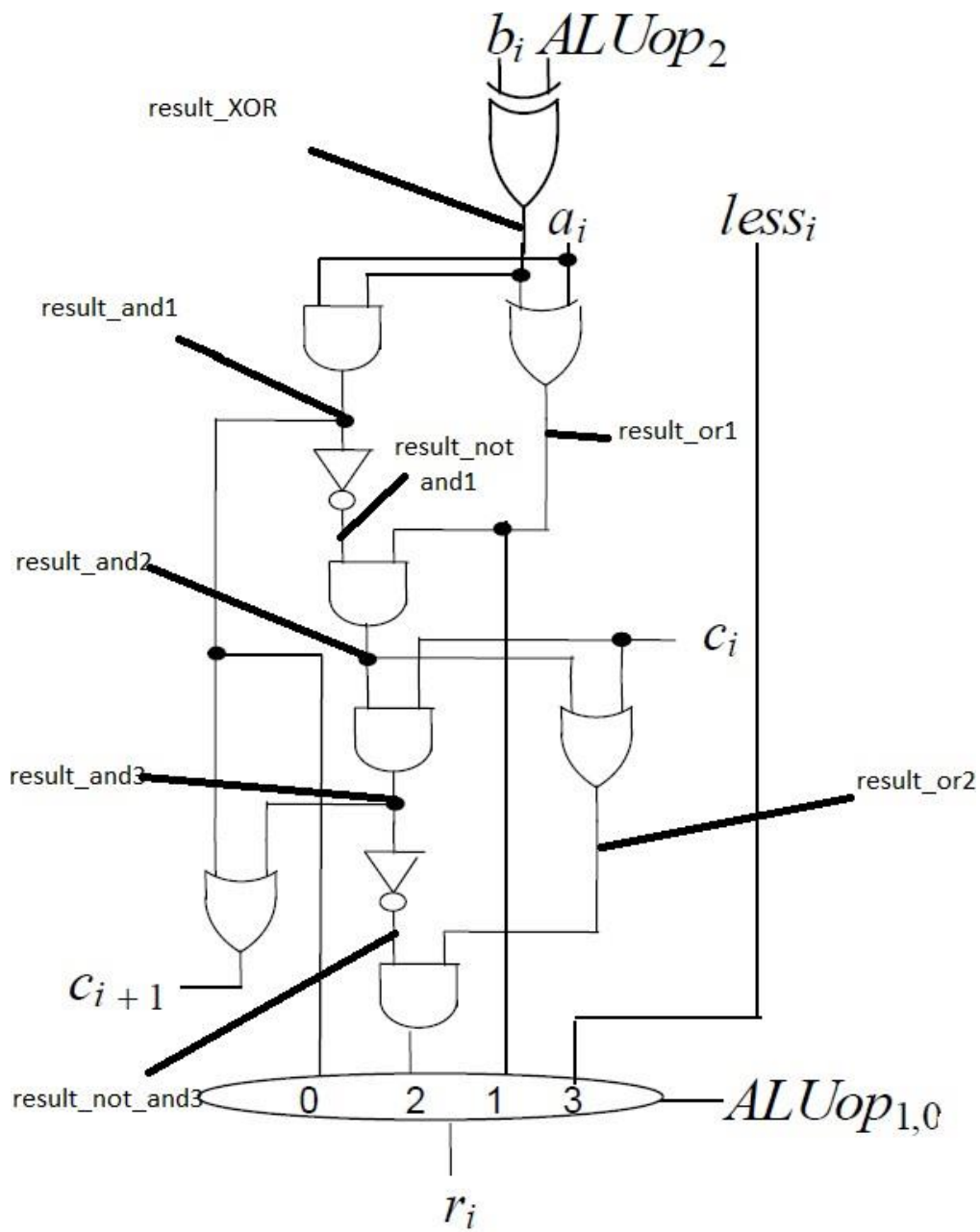
System (33) / Processing (20) / 100% 00:00:03

# MUX Testbench Code:



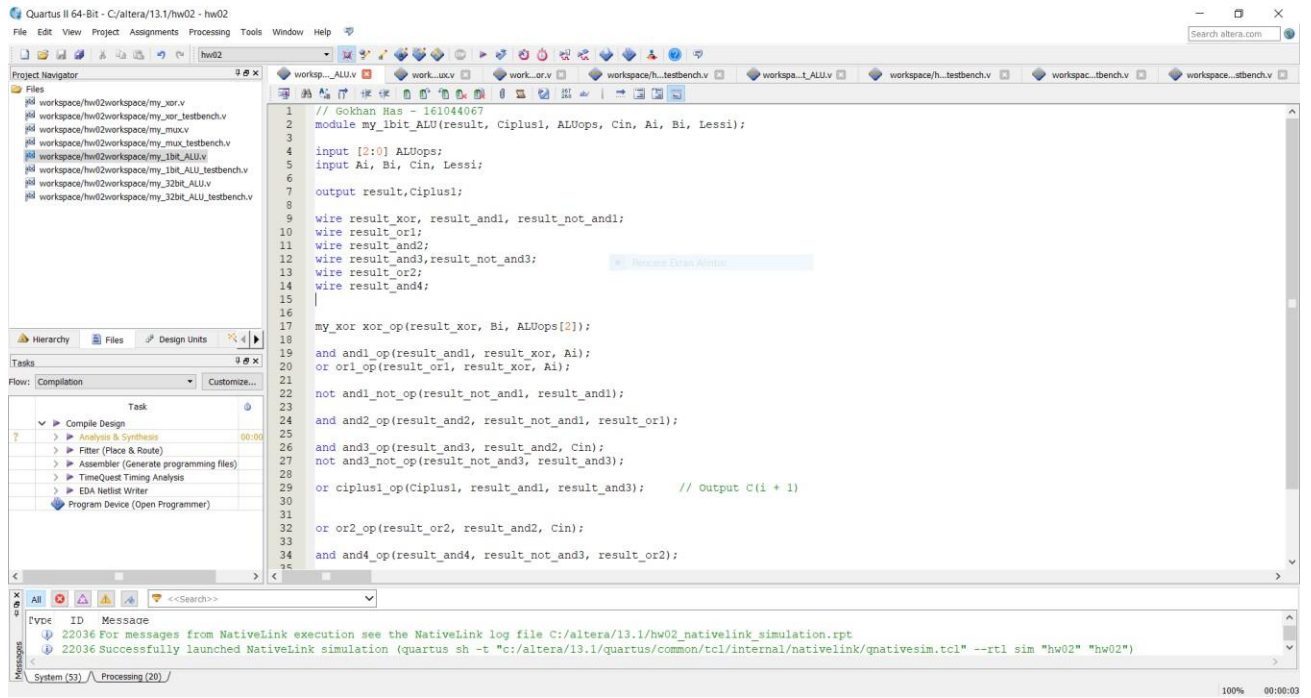
```
# time = 0, a = 0, b = 0, c = 0, d = 0 s0 = 0 s1 = 0 result = 0
# time = 20, a = 1, b = 0, c = 0, d = 0 s0 = 0 s1 = 0 result = 1
# time = 40, a = 0, b = 0, c = 0, d = 0 s0 = 0 s1 = 1 result = 0
# time = 60, a = 0, b = 1, c = 0, d = 0 s0 = 0 s1 = 1 result = 1
# time = 80, a = 0, b = 0, c = 0, d = 0 s0 = 1 s1 = 0 result = 0
# time = 100, a = 0, b = 0, c = 1, d = 0 s0 = 1 s1 = 0 result = 1
# time = 120, a = 0, b = 0, c = 0, d = 0 s0 = 1 s1 = 1 result = 0
# time = 140, a = 0, b = 0, c = 0, d = 1 s0 = 1 s1 = 1 result = 1
```

Now, we can design 1-bit-ALU.

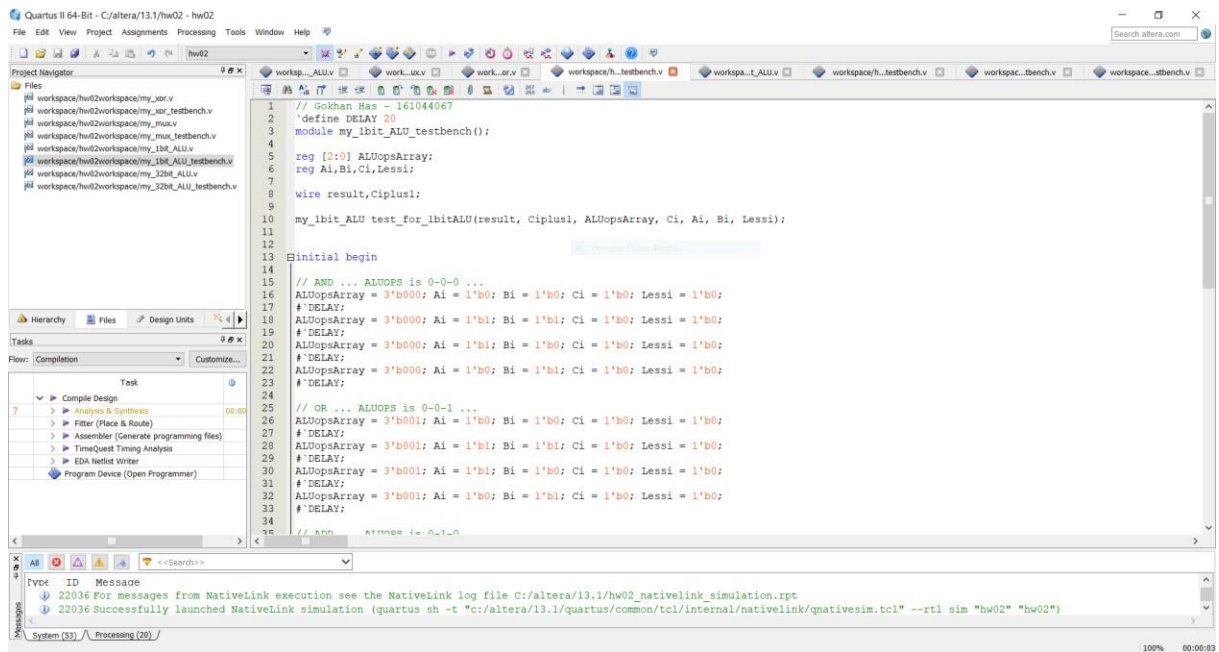


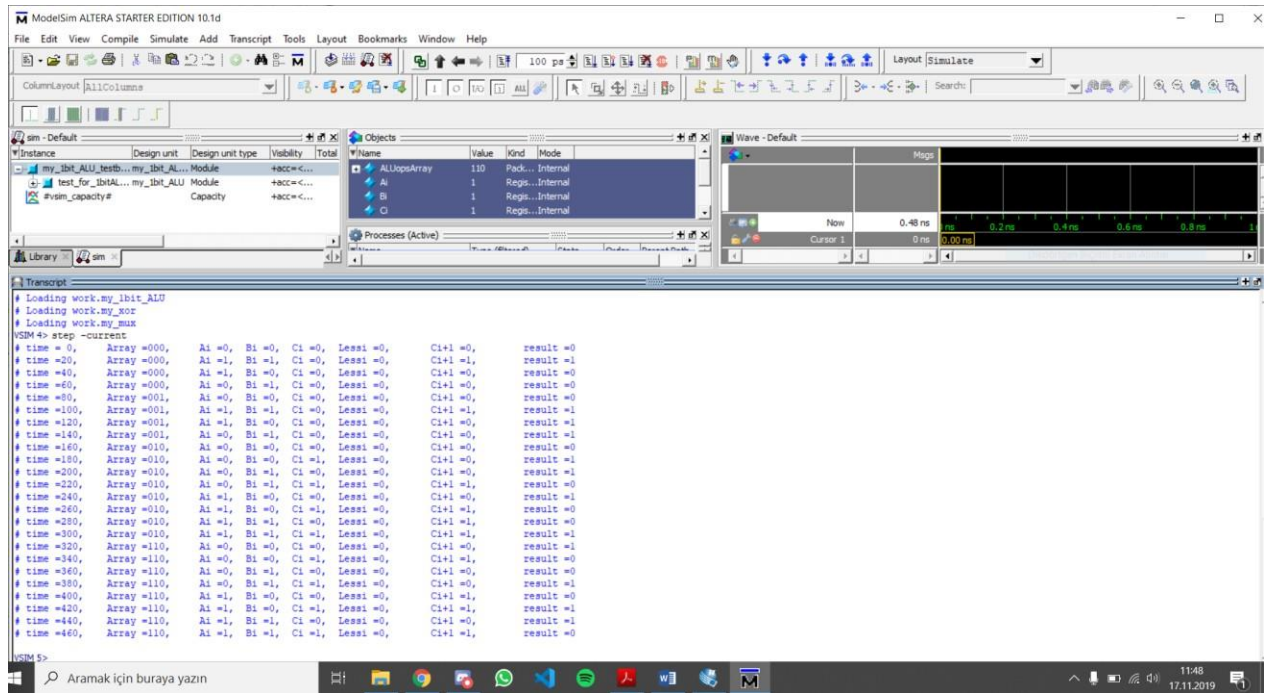
The variable names (wire's name) that I use in Quartus are described above.





## 1-Bit-ALU TestBench code:





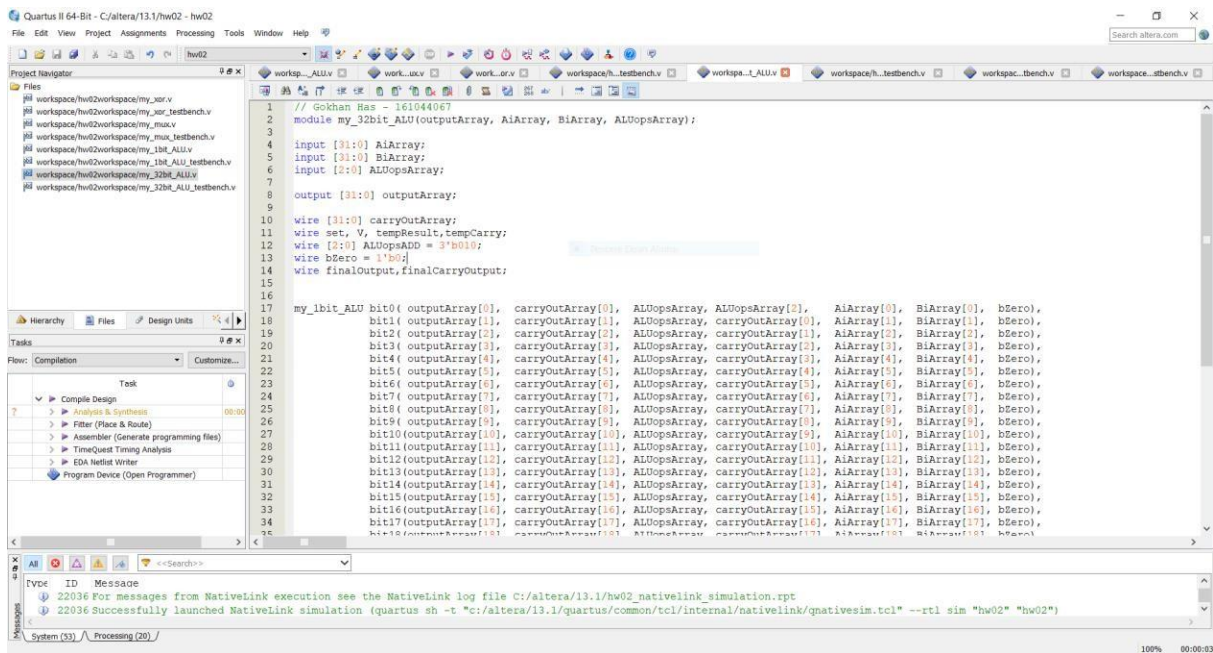
```

# time = 0, Array =000, Ai =0, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =20, Array =000, Ai =1, Bi =1, Ci =0, Lessi =0, Ci+1 =1, result =1
# time =40, Array =000, Ai =1, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =60, Array =000, Ai =0, Bi =1, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =80, Array =001, Ai =0, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =100, Array =001, Ai =1, Bi =1, Ci =0, Lessi =0, Ci+1 =1, result =1
# time =120, Array =001, Ai =1, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =140, Array =001, Ai =0, Bi =1, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =160, Array =010, Ai =0, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =180, Array =010, Ai =0, Bi =0, Ci =1, Lessi =0, Ci+1 =0, result =1
# time =200, Array =010, Ai =0, Bi =1, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =220, Array =010, Ai =0, Bi =1, Ci =1, Lessi =0, Ci+1 =1, result =0
# time =240, Array =010, Ai =1, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =260, Array =010, Ai =1, Bi =0, Ci =1, Lessi =0, Ci+1 =1, result =0
# time =280, Array =010, Ai =1, Bi =1, Ci =0, Lessi =0, Ci+1 =1, result =0
# time =300, Array =010, Ai =1, Bi =1, Ci =1, Lessi =0, Ci+1 =1, result =1
# time =320, Array =110, Ai =0, Bi =0, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =340, Array =110, Ai =0, Bi =0, Ci =1, Lessi =0, Ci+1 =1, result =0
# time =360, Array =110, Ai =0, Bi =1, Ci =0, Lessi =0, Ci+1 =0, result =0
# time =380, Array =110, Ai =0, Bi =1, Ci =1, Lessi =0, Ci+1 =0, result =1
# time =400, Array =110, Ai =1, Bi =0, Ci =0, Lessi =0, Ci+1 =1, result =0
# time =420, Array =110, Ai =1, Bi =0, Ci =1, Lessi =0, Ci+1 =1, result =1
# time =440, Array =110, Ai =1, Bi =1, Ci =0, Lessi =0, Ci+1 =0, result =1
# time =460, Array =110, Ai =1, Bi =1, Ci =1, Lessi =0, Ci+1 =1, result =0
  
```

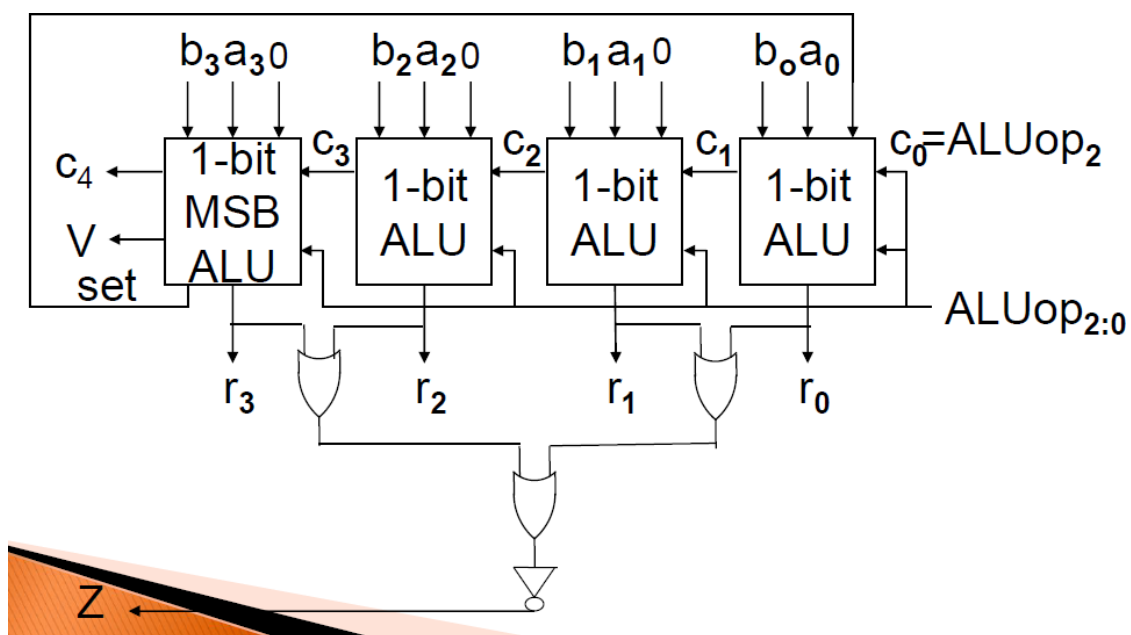
ALUOp	Function
000	AND
001	OR
010	ADD
110	SUBTRACT
111	SET-ON-LESS-THAN

Array is ALUOPScore.

## 32-bits-ALU :



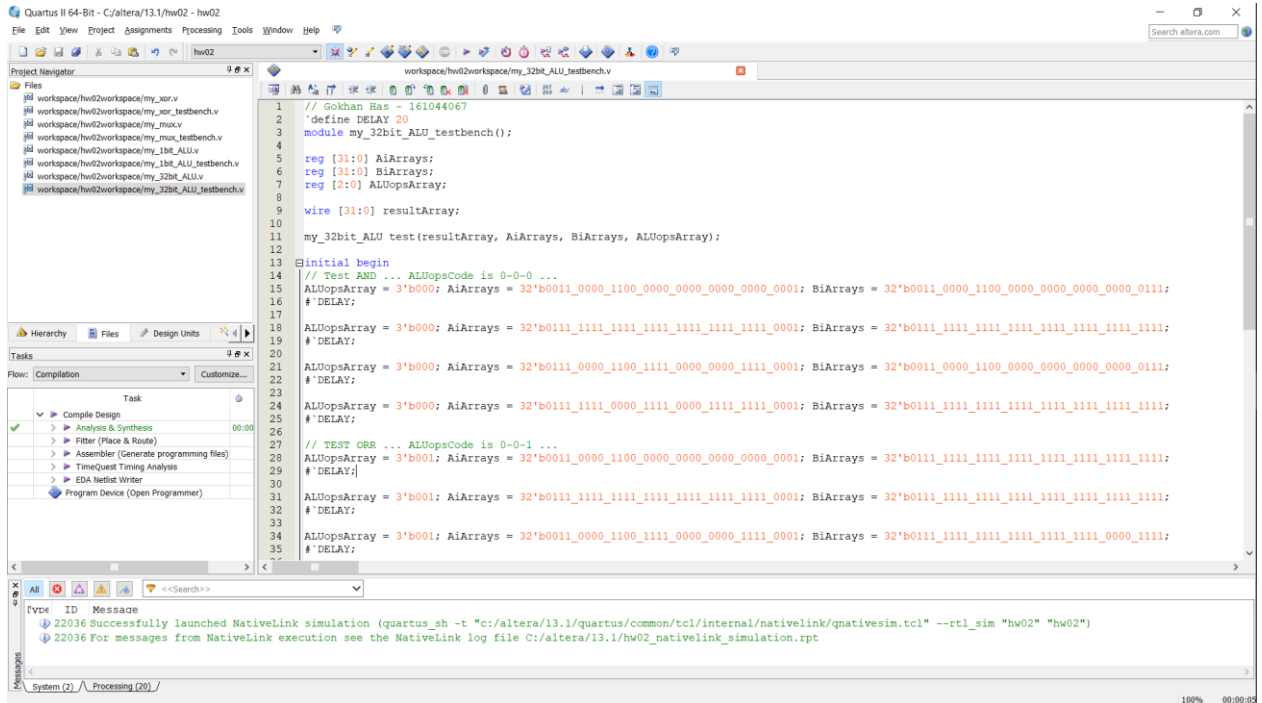
Here is important. 1 bits from MSB. The ALU for the MSB must also detect overflow and indicate the sign of the result.



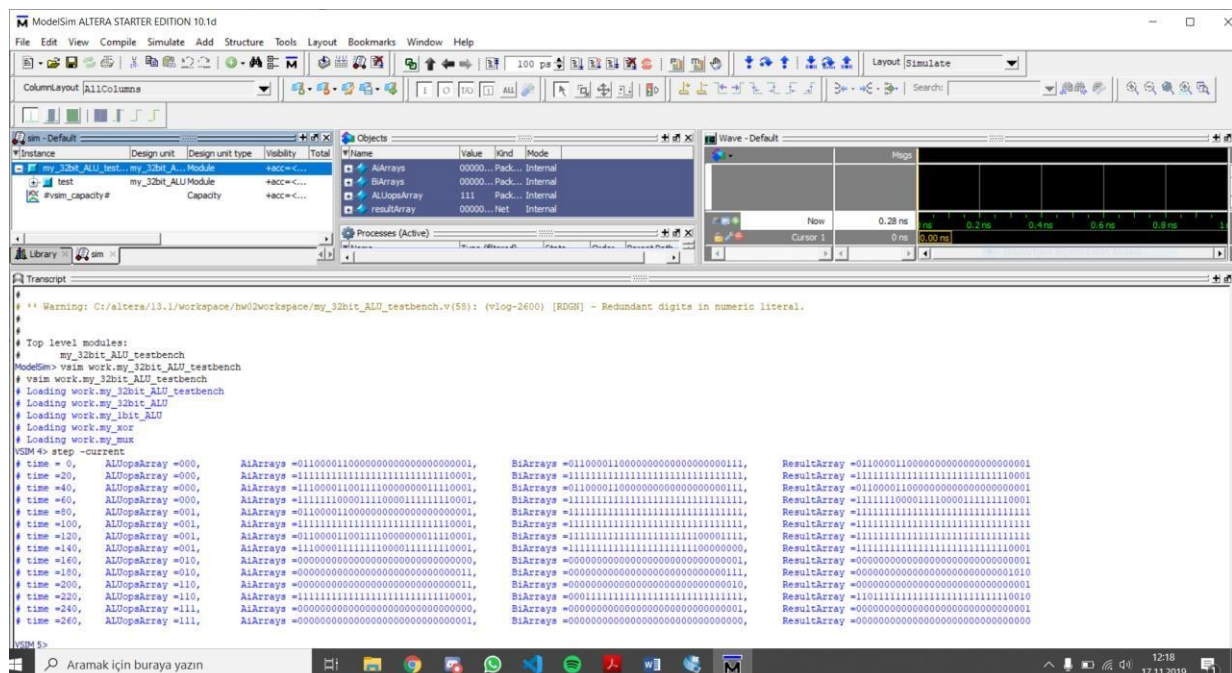


Attention the C0 is equal to ALUOpArray's third element. (ALUOPS[2])

## 32-bit-ALU- TestBenchCode:



You can see which process has been tested by looking at the OP codes. Each process was tested *at least* 2 times.



## 32-Bits- Testers ...

```
# time = 0,    ALUopsArray =000,    AiArrays =01100001100000000000000000000001,    BiArrays =00110000110000000000000000000011,    ResultArray =00110000110000000000000000000001
# time =20,    ALUopsArray =000,    AiArrays =11111111111111111111111111110001,    BiArrays =01111111111111111111111111111111,    ResultArray =01111111111111111111111111110001
# time =40,    ALUopsArray =000,    AiArrays =11100001100111100000000111110001,    BiArrays =00110000110000000000000000000011,    ResultArray =00110000110000000000000000000001
# time =60,    ALUopsArray =000,    AiArrays =11111110000111100001111111110001,    BiArrays =01111111111111111111111111111111,    ResultArray =0111111100001111100001111111110001
# time =80,    ALUopsArray =001,    AiArrays =01100001100000000000000000000001,    BiArrays =01111111111111111111111111111111,    ResultArray =01111111111111111111111111111111
# time =100,    ALUopsArray =001,    AiArrays =11111111111111111111111111110001,    BiArrays =01111111111111111111111111111111,    ResultArray =01111111111111111111111111111111
# time =120,    ALUopsArray =001,    AiArrays =01100001100111100000000111110001,    BiArrays =011111111111111111111111111100001111,    ResultArray =01111111111111111111111111111111
# time =140,    ALUopsArray =001,    AiArrays =11100001111111100001111111110001,    BiArrays =011111111111111111111111111100000000,    ResultArray =0111111111111111111111111111110001
# time =160,    ALUopsArray =010,    AiArrays =00000000000000000000000000000000,    BiArrays =00000000000000000000000000000001,    ResultArray =00000000000000000000000000000001
# time =180,    ALUopsArray =010,    AiArrays =00000000000000000000000000000011,    BiArrays =00000000000000000000000000000011,    ResultArray =000000000000000000000000000001010
# time =200,    ALUopsArray =110,    AiArrays =00000000000000000000000000000011,    BiArrays =00000000000000000000000000000010,    ResultArray =00000000000000000000000000000001
# time =220,    ALUopsArray =110,    AiArrays =11111111111111111111111111110001,    BiArrays =00001111111111111111111111111111,    ResultArray =0110111111111111111111111111110010
# time =240,    ALUopsArray =111,    AiArrays =00000000000000000000000000000000,    BiArrays =00000000000000000000000000000001,    ResultArray =00000000000000000000000000000001
# time =260,    ALUopsArray =111,    AiArrays =00000000000000000000000000000001,    BiArrays =00000000000000000000000000000000,    ResultArray =00000000000000000000000000000000
```