

Lab 01: ALU Designs (Sep 25, 2018)

Submission deadlines:

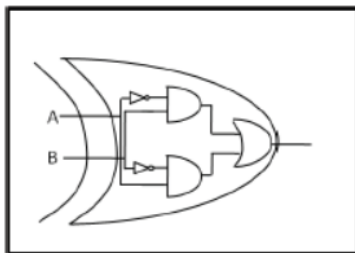
Source Code:	18:30, Sep 25, 2018
Report	23:59, Sep 30, 2018

Objective

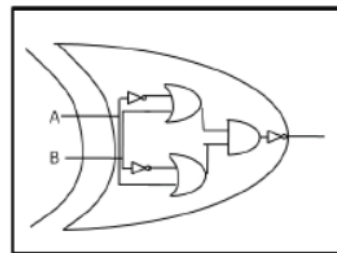
To be familiar with the structural modeling, data flow modeling, behavioral modeling, and module instantiation.

Action Items

0. Write a Verilog module (**myxor**) that models an **XOR gate** with the **gate primitives** of **and**, **or** and **not** gates **ONLY** (structural modeling). And test your module using the testbench myxor_t.v. Two structure examples of the XOR gate are listed as follows (you may use either of them):



Design 1



Design 2

You have to use the following template for your design.

```
module myxor (out, a, b);  
  input a, b;  
  output out;  
  
  //add your design here  
  
endmodule
```

1. Write a Verilog module that models a **1-bit ALU** with **and**, **or**, **not**, **myxor** as basic components. You may use module mux4_to_1 (in mux4_to_1.v) to realize the MUX. Test your design by using the testbench lab1_1_t.v.

Restriction: you CANNOT use xor gate directly. Use myxor as the XOR function instead.

You have to use the following template for your design.

```
module lab1_1 (a, b, c, aluctr, d, e);  
    input a, b, c;  
    input [1:0] aluctr;  
    output d, e;  
  
    // add your design here  
  
endmodule
```

aluctr[1]	aluctr[0]	function
0	0	{e, d} = a + b + c
0	1	d = a and b e = 0
1	0	d = 0 e = cmpFunc(a,b,c)
1	1	d = a xor b e = 0

cmpFunc():

With a,b,c are inputs, we need to compare a and b. The c represents the result of the previous bit. If there is no previous bit, c is 0.

The idea is to design a comparator that can tell whether a is bigger than b.

The pseudo code for cmpFunc() is also listed as follows.

```
compareFunc(a, b, c):  
  if a > b:  
    e = 1  
  else if a < b:  
    e = 0  
  else if a == b:  
    if c == 0: e = 0  
    if c == 1: e = 1
```

2. Re-write the module using **continuous assignments** (data flow modeling) and re-test your module using the testbench file lab1_1_t.v.

You have to use the following template for your design.

```
module lab1_2 (a, b, c, aluctr, d, e);  
  input a, b, c;  
  input [1:0] aluctr;  
  output d, e;  
  
  // add your design here  
  
endmodule
```

3. Re-write the module using **behavioral modeling** and re-test your module using the testbench file lab1_1_t.v.

You have to use the following template for your design.

```
module lab1_3 (a, b, c, aluctr, d, e);  
  input a, b, c;  
  input [1:0] aluctr;  
  output d, e;  
  
  // add your design here  
  
endmodule
```

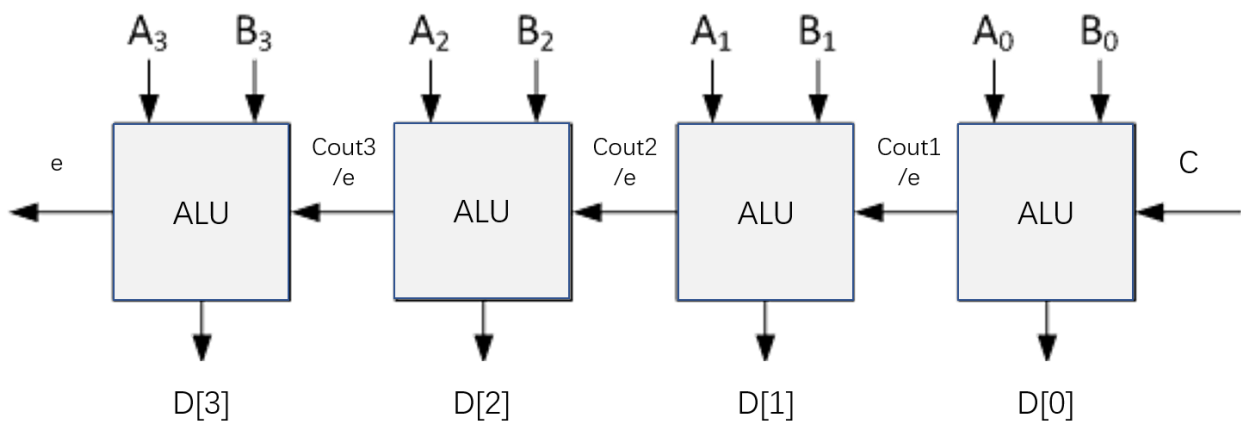
4. Write a Verilog module that models a **4-bit ALU** and test your module using the testbench file lab1_4_t.v. The 4-bit ALU must be implemented by using four 1-bit ALUs (i.e., four instances of previous modules) with necessary interconnects. The addition function is designed for unsigned addition.

You have to use the following template for your design.

```
module lab1_4 (a, b, c, aluctr, d, e);  
    input [3:0] a,b;  
    input [1:0] aluctr;  
    input c;  
    output [3:0] d;  
    output e;  
  
    // add your design here  
  
endmodule
```

Hint: for the cmpFunc() you will need to pass the result of the previous bit to the next bit (the following block diagram is for your reference).

Cout for sum function;
e for cmpFunc;



Attention

- ✓ When you simulate lab1_4, you have to change your runtime to 10000ns in “Simulation Settings” before you run the simulation.
- ✓ You can add a **\$monitor** in your testbench to show all the information of your inputs and outputs during the simulation.
- ✓ You should hand in a **lab01_src_StudentID.zip** (i.e. lab01_src_106080001.zip) file which includes **myxor.v**, **lab1_1.v**, **lab1_2.v**, **lab1_3.v** and **lab1_4.v** (a total of **five** source files). (Please do not hand in .rar, .7zip files, which will be considered as an incorrect format.)
- ✓ You should also hand in your report as **lab01_report_StudentID.pdf** (i.e., lab01_report_106080001.pdf).
- ✓ You should be able to answer questions of this lab from TA during the demo.
- ✓ Full-Adder Reference is at below:

