EHD LAB

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ROLL NO : 20171402

Video link : https://goo.gl/n3vM4e

Aim:
An arithmetic logic unit (ALU) is a multi-operation, combinational-logic digital function. It can perform a set of basic arithmetic operations and set of logic operations. The ALU has a number of selection lines to select a particular operation in the unit. The two data inputs from A are combined with the four inputs from B to generate an operation at the output F. The modes of operation are selected by using the select lines S[2:0].

SELECT LINE (S)	OPERATION
000	AND (&)
001	XOR (|)
010	OR (^)
011	NAND
100	MULTIPLY (*)
101	ADDER(+)
110	SUBTRACT (-)
111	Default

CONSTRAINTS AND WORKING CONDITIONS:

1. Operations 0,1,2,3 are logical operations (000, 001, 010, 011).
2. Operations 4,5,6 are arithmetic operations (100, 101, 110).
3. All the logical operations are done bitwise i.e

   a & b => f

   Where: f[0] = a[0] & b[0]

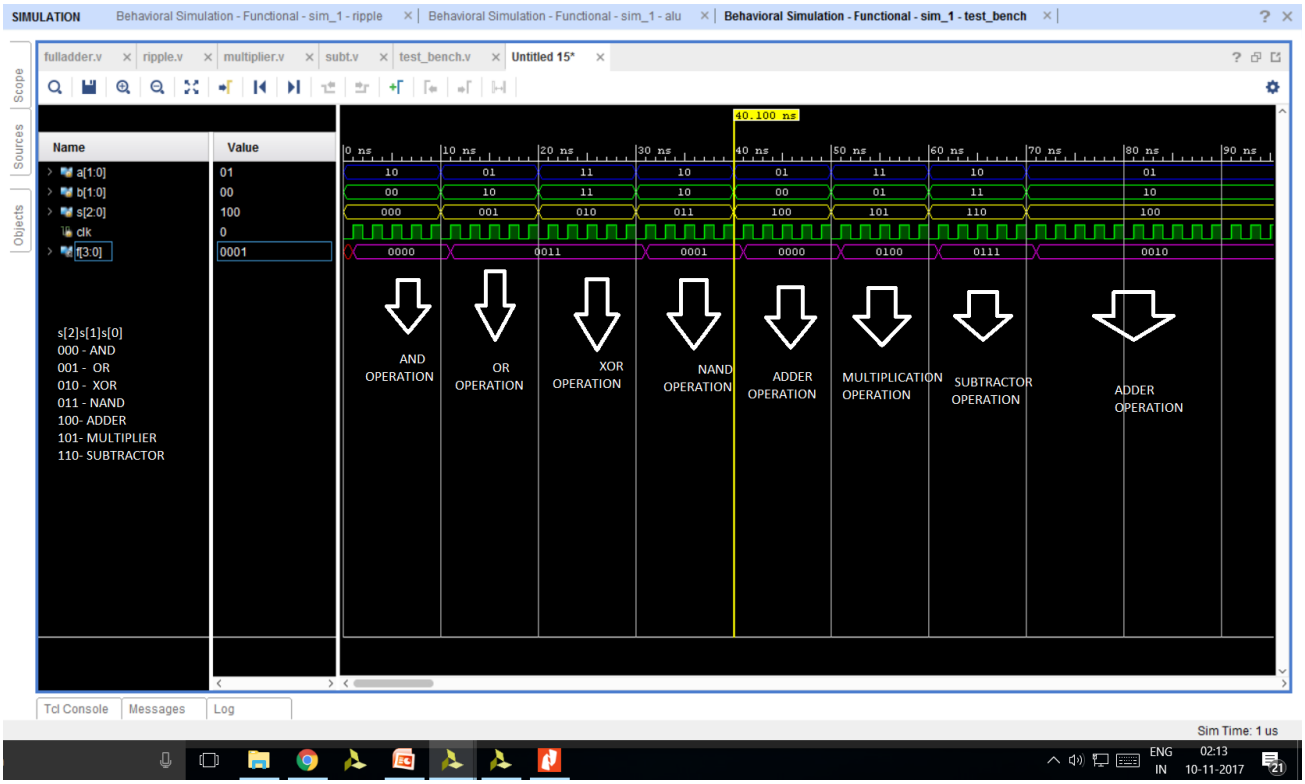
   f[1] = a[1] & b[1]
4. We are using a 4-bit output, since 4-bits are required to represent the answer in multiplication.

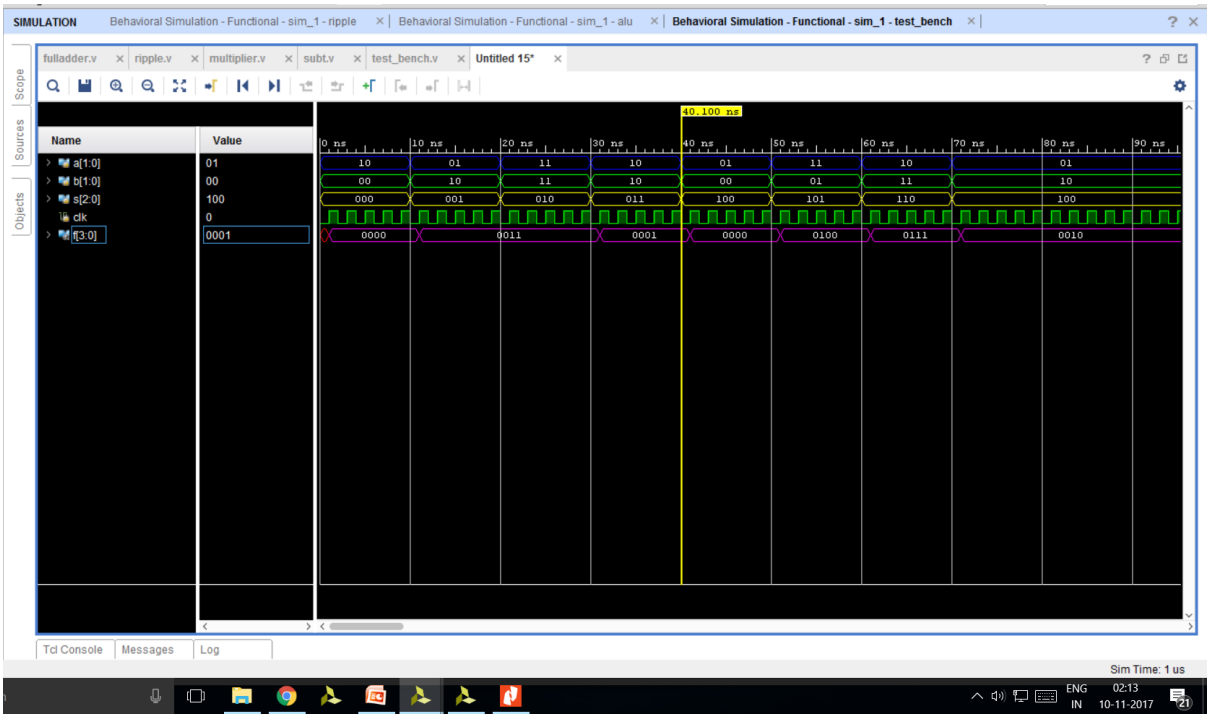
   Eg. 3*3= 9 (1001)
5. In Subtraction we are doing a - b.
6. In Subtraction the answer comes in 3 bits, as the 4th bit is not required during output and is set to 0. If the answer is negative the third bit (f[2]) will be 1. In this case the output will have magnitude equal to the 2's complement of the 3 bit number, and will be less than 0.

Eg.

1 - 3 will give output as 0110.,but expected output is -2.
Since it is only a 3 bit output we will consider 110.
Since F[2] is 1, it means that the number is negative.
Therefore magnitude = 2's complement(110) = 010 = 2, and it is negative.
Therefore the output will be interpret as -2, which is the expected output.

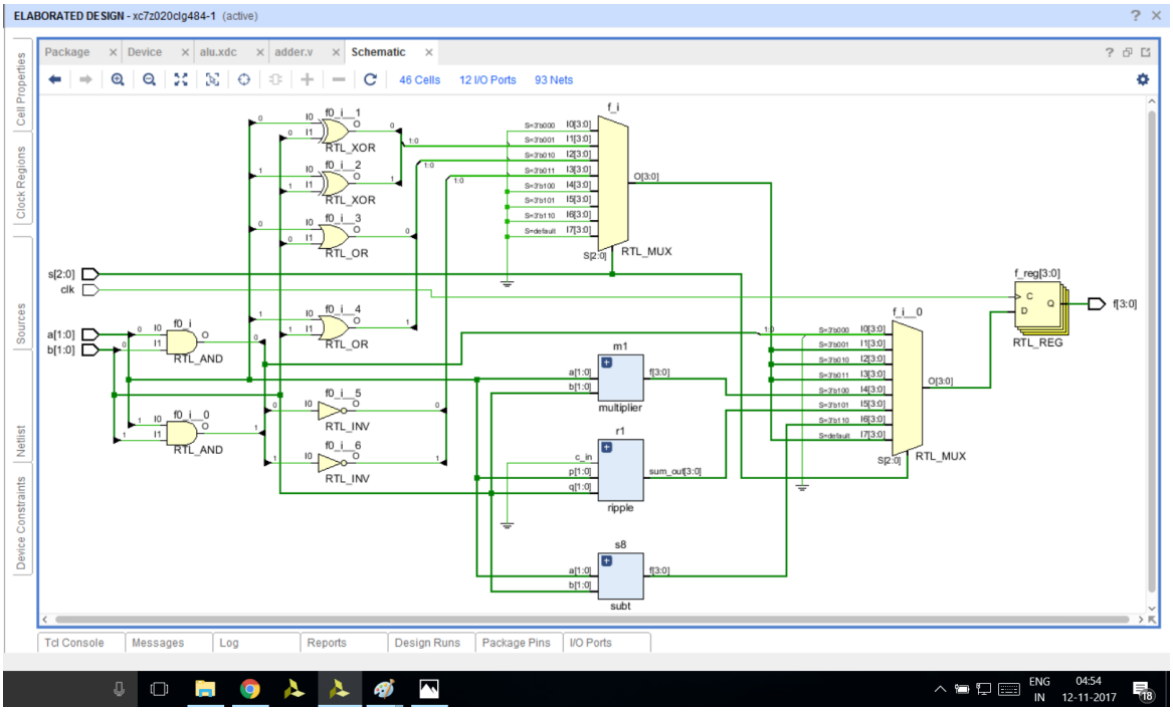
TEST BENCH OUTPUT



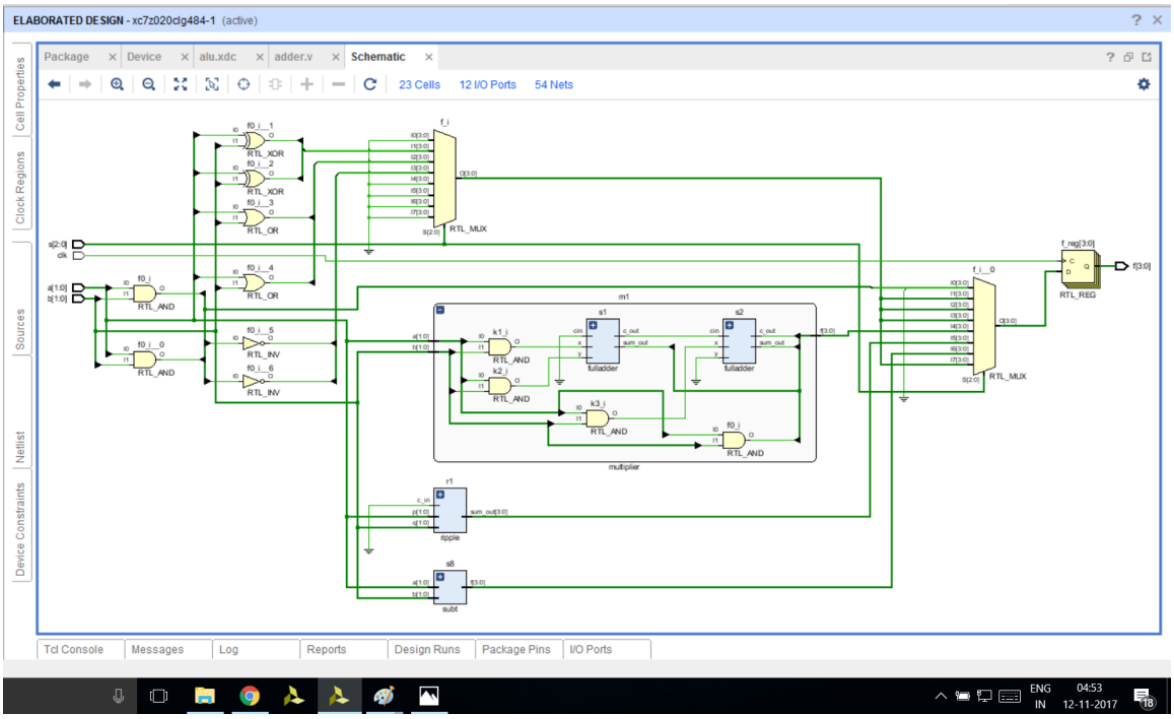


RTL ANALYSIS :(Schematic)

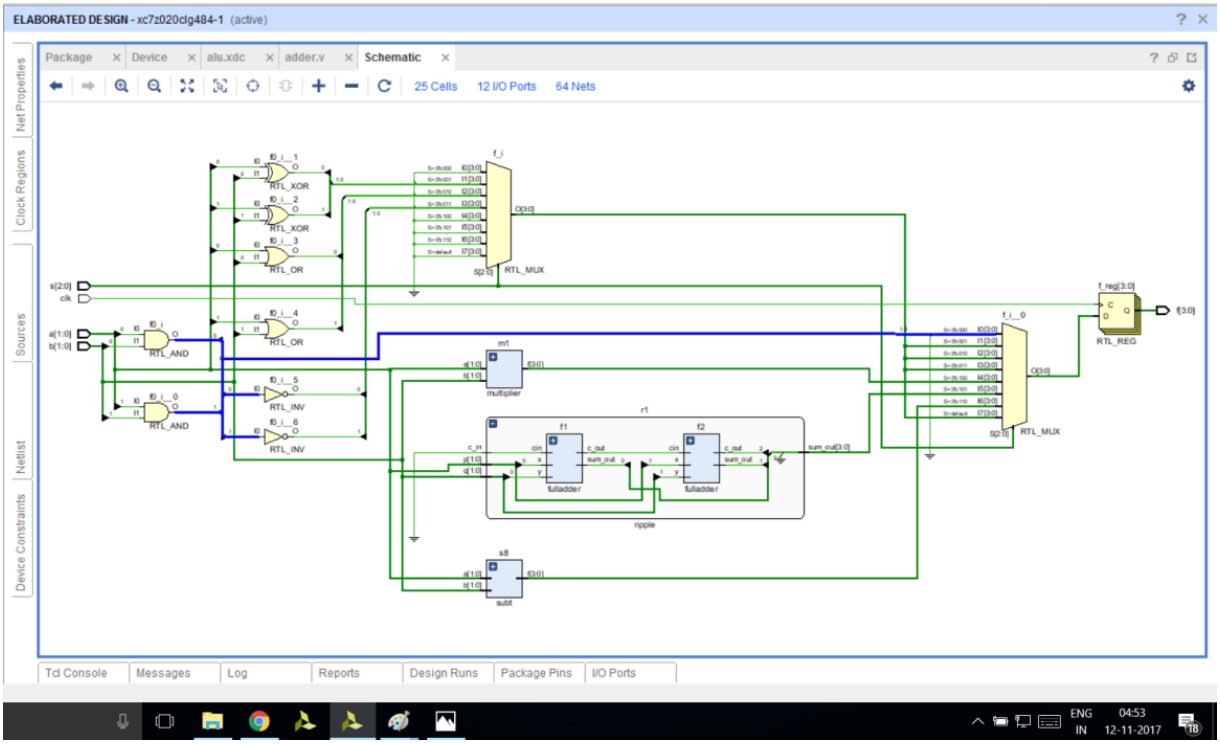
Gate level



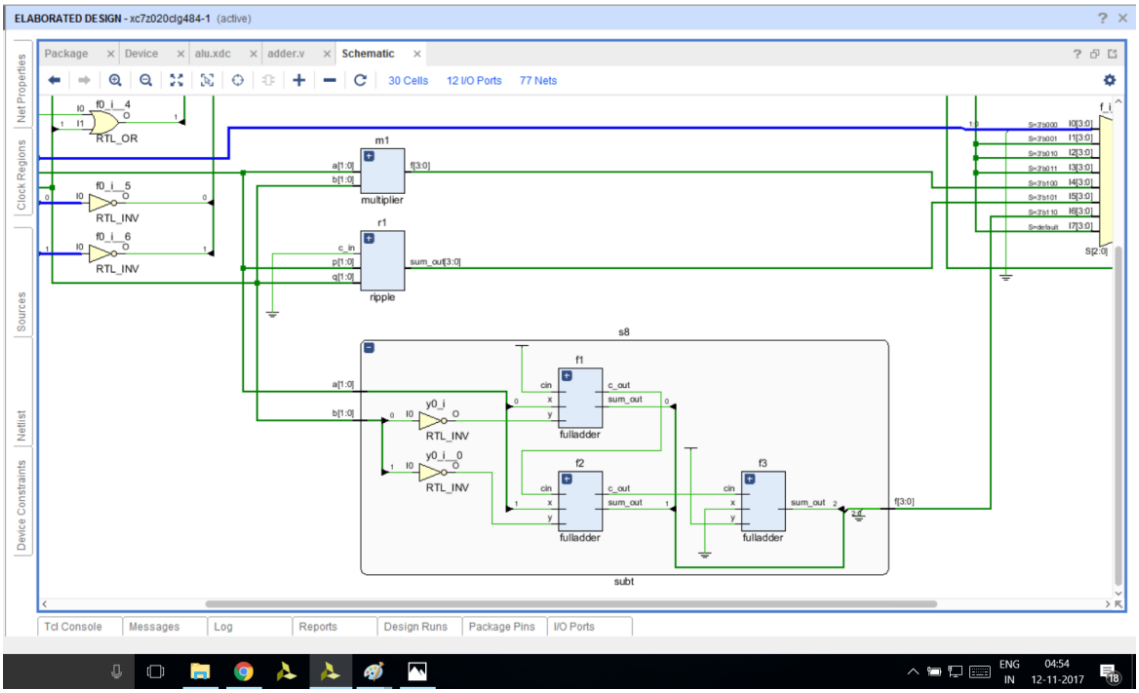
INSIDE MULTIPLIER



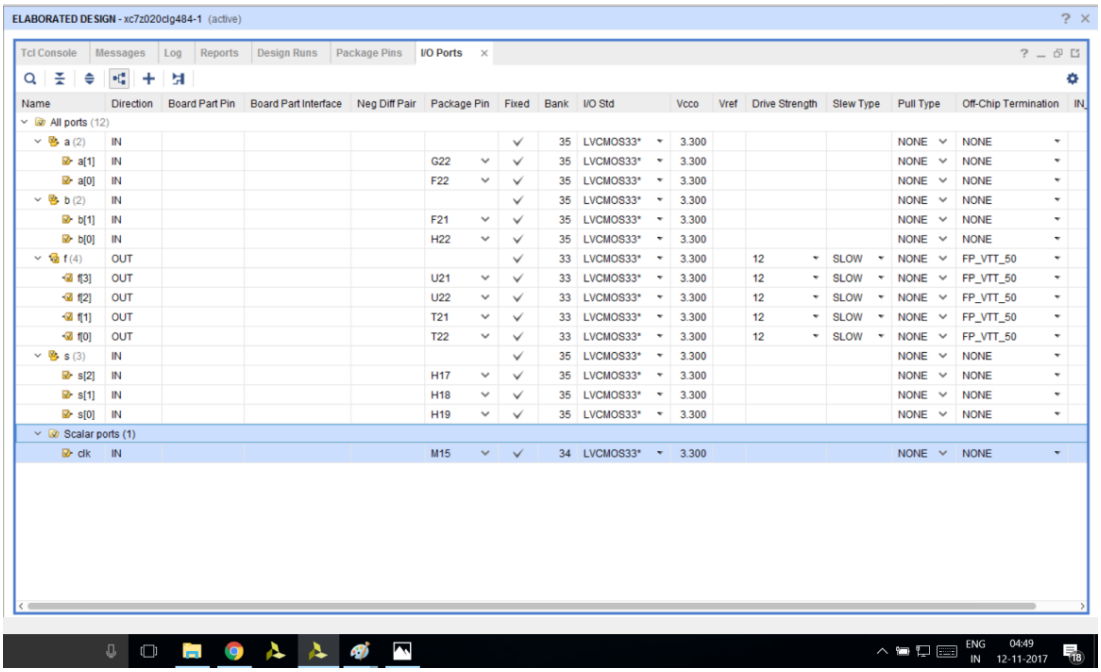
Inside Ripple (2 bit) adder :



Inside Subtractor :

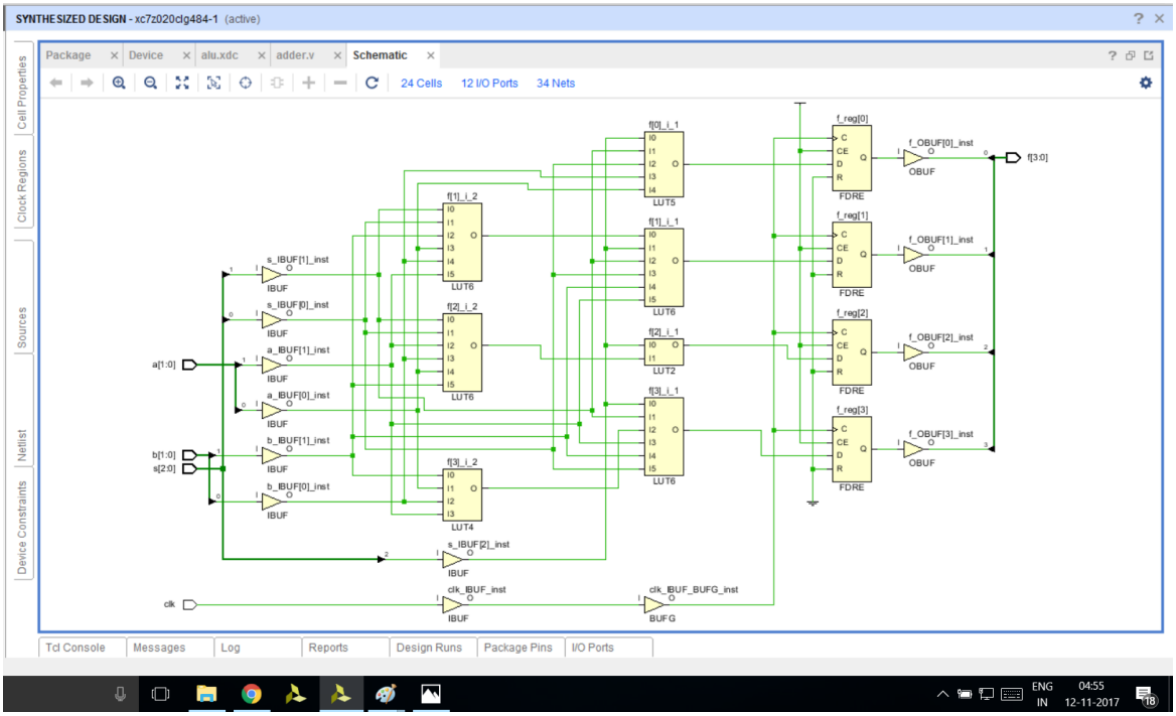


INPUTS AND OUTPUTS :

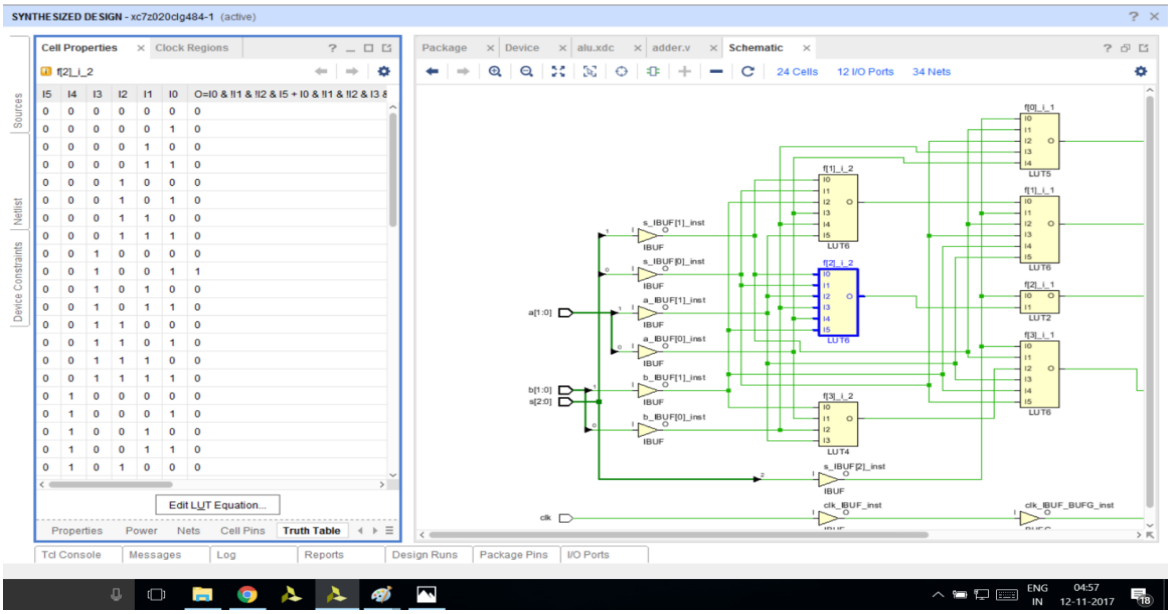


SYNTHESIS SCHEMATIC :

LUT IMPLEMENTATION

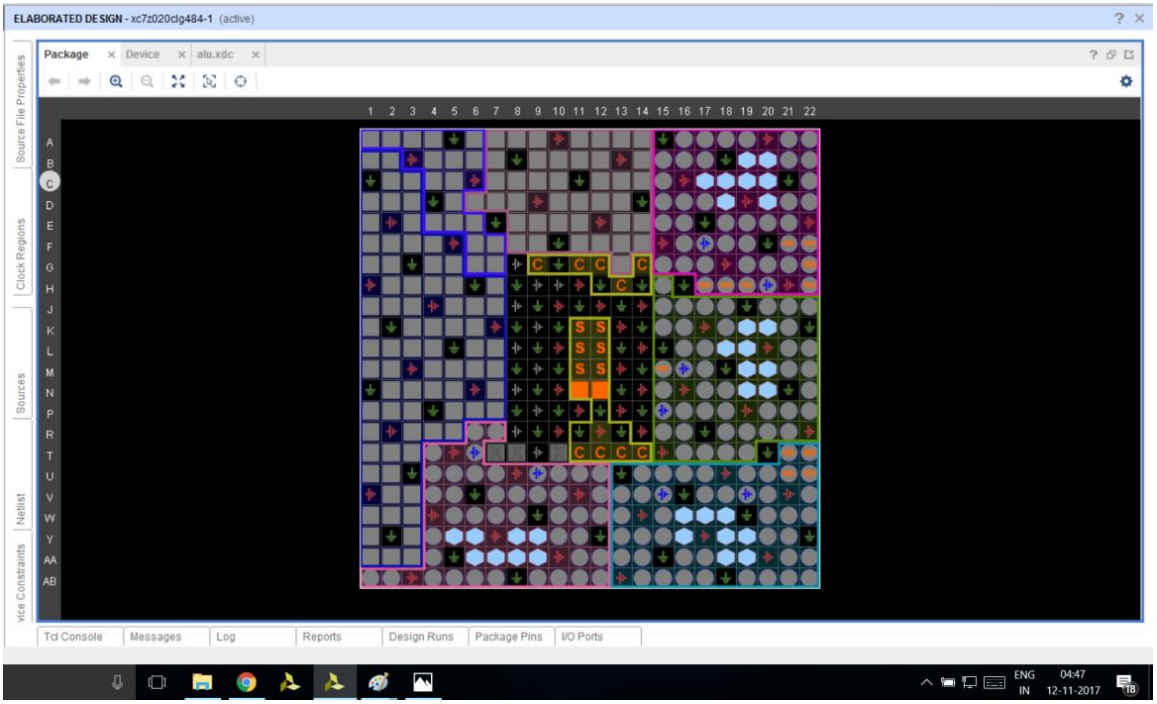


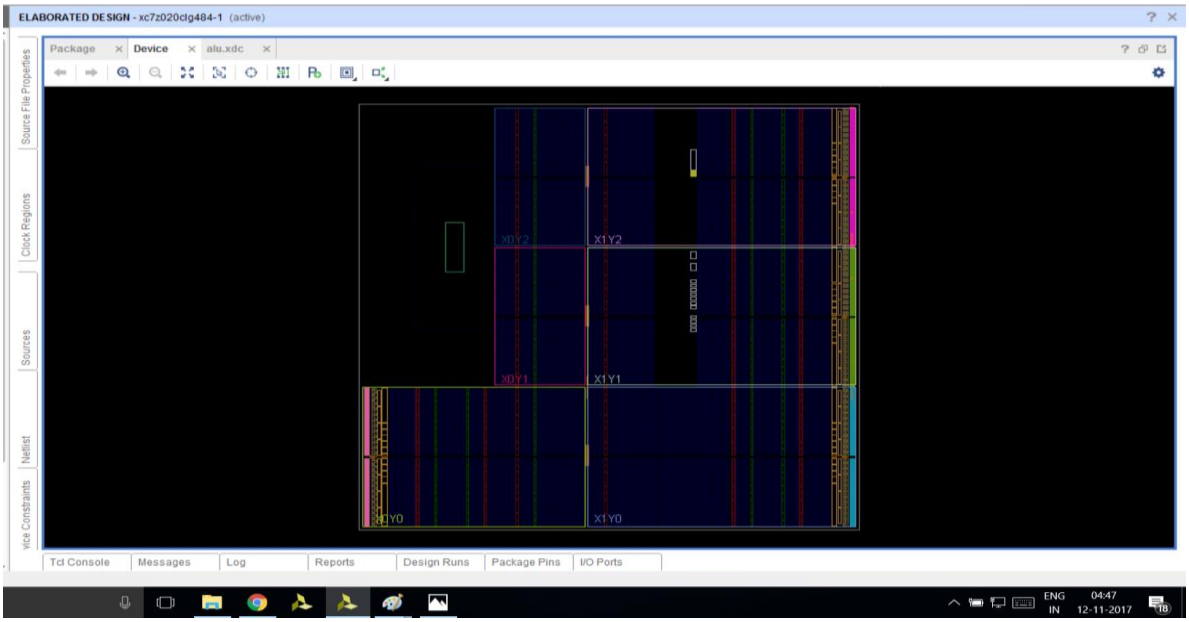
LUT 6 (Ex) :



IMPLEMENTATION

(PLACE AND ROUTE)





Synthesis and Implementation Report

Start RTL Hierarchical Component Statistics

Hierarchical RTL Component report

Module alu

Detailed RTL Component Info :

+---XORs :

2 Input 1 Bit XORs := 2

+---Registers :

4 Bit Registers := 1

Module adder

Detailed RTL Component Info :

+---XORs :

2 Input 1 Bit XORs := 1

Finished RTL Hierarchical Component Statistics

Start Part Resource Summary

Part Resources:

DSPs: 220 (col length:60)

BRAMs: 280 (col length: RAMB18 60 RAMB36 30)

Finished Part Resource Summary

Start Cross Boundary and Area Optimization

Finished Cross Boundary and Area Optimization : Time (s): cpu = 00:00:17 ; elapsed = 00:00:24 . Memory (MB): peak = 687.617 ; gain = 440.613

Report RTL Partitions:

+-+--------------+------------+----------+

| |RTL Partition |Replication |Instances |

+-+--------------+------------+----------+

+-+--------------+------------+----------+

Start Applying XDC Timing Constraints

Finished Applying XDC Timing Constraints : Time (s): cpu = 00:00:29 ; elapsed = 00:00:36 . Memory (MB): peak = 687.617 ; gain = 440.613

Start Timing Optimization

Finished Timing Optimization : Time (s): cpu = 00:00:29 ; elapsed = 00:00:36 . Memory (MB): peak = 687.617 ; gain = 440.613

Report RTL Partitions:

+-+--------------+------------+----------+

| |RTL Partition |Replication |Instances |

+-+--------------+------------+----------+

+-+--------------+------------+----------+

Start Technology Mapping

Finished Technology Mapping : Time (s): cpu = 00:00:29 ; elapsed = 00:00:36 . Memory (MB): peak = 687.617 ; gain = 440.613

Report RTL Partitions:

+-+--------------+------------+----------+

| |RTL Partition |Replication |Instances |

+-+--------------+------------+----------+

+-+--------------+------------+----------+

Start IO Insertion

Start Flattening Before IO Insertion

Finished Flattening Before IO Insertion

Start Final Netlist Cleanup

Finished Final Netlist Cleanup

Finished IO Insertion : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Report Check Netlist:

```
+------+-----------------+-------+---------+-------+-----------------+
|      |Item             |Errors |Warnings |Status |Description      |
+------+-----------------+-------+---------+-------+-----------------+
|1     |multi_driven_nets|      0|        0|Passed |Multi driven nets|
+------+-----------------+-------+---------+-------+-----------------+
```

Start Renaming Generated Instances

Finished Renaming Generated Instances : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Report RTL Partitions:

```
+-+--------------+------------+----------+
| |RTL Partition |Replication |Instances |
+-+--------------+------------+----------+
+-+--------------+------------+----------+
```

Start Rebuilding User Hierarchy

Finished Rebuilding User Hierarchy : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Start Renaming Generated Ports

Finished Renaming Generated Ports : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Start Handling Custom Attributes

Finished Handling Custom Attributes : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Start Renaming Generated Nets

Finished Renaming Generated Nets : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Start Writing Synthesis Report

Report BlackBoxes:

+-+--------------+----------+

| |BlackBox name |Instances |

+-+--------------+----------+

+-+--------------+----------+

Report Cell Usage:

+------+-----+------+

| |Cell |Count |

+------+-----+------+

|1 |BUFG | 1|

|2 |LUT2 | 1|

|3 |LUT4 | 1|

|4 |LUT5 | 1|

|5 |LUT6 | 4|

|6 |FDRE | 4|

|7 |IBUF | 8|

|8 |OBUF | 4|

+------+-----+------+

Report Instance Areas:

+------+---------+-------+------+

| |Instance |Module |Cells |

+------+---------+-------+------+

|1 |top | | 24|

+------+---------+-------+------+

Finished Writing Synthesis Report : Time (s): cpu = 00:00:30 ; elapsed = 00:00:37 . Memory (MB): peak = 687.617 ; gain = 440.613

Table of Contents

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1. Slice Logic

+------------------------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+-------------------------+------+-------+-----------+-------+

| Slice LUTs* | 7 | 0 | 53200 | 0.01 |

| LUT as Logic | 7 | 0 | 53200 | 0.01 |

| LUT as Memory | 0 | 0 | 17400 | 0.00 |

| Slice Registers | 4 | 0 | 106400 | <0.01 |

| Register as Flip Flop | 4 | 0 | 106400 | <0.01 |

| Register as Latch | 0 | 0 | 106400 | 0.00 |

| F7 Muxes | 0 | 0 | 26600 | 0.00 |

| F8 Muxes | 0 | 0 | 13300 | 0.00 |

+-------------------------+------+-------+-----------+-------+

*** Warning! The Final LUT count, after physical optimizations and full implementation, is typically lower. Run opt_design after synthesis, if not already completed, for a more realistic count.**

1.1 Summary of Registers by Type

+--------------------------------+-------+--------------+-------------+--------------+

| Total | Clock Enable | Synchronous | Asynchronous |

+-------+--------------+-------------+--------------+

| 0 | _ | - | - |

| 0 | _ | - | Set |

| 0 | _ | - | Reset |

| 0 | _ | Set | - |

| 0 | _ | Reset | - |

| 0 | Yes | - | - |

| 0 | Yes | - | Set |

| 0 | Yes | - | Reset |

| 0 | Yes | Set | - |

| 4 | Yes | Reset | - |

+-------+--------------+-------------+--------------+

2. Memory

---------+----------------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+----------------+------+-------+-----------+-------+

| Block RAM Tile | 0 | 0 | 140 | 0.00 |

| RAMB36/FIFO* | 0 | 0 | 140 | 0.00 |

| RAMB18 | 0 | 0 | 280 | 0.00 |

+----------------+------+-------+-----------+-------+

*** Note: Each Block RAM Tile only has one FIFO logic available and therefore can accommodate only one FIFO36E1 or one FIFO18E1. However, if a FIFO18E1 occupies a Block RAM Tile, that tile can still accommodate a RAMB18E1**

3. DSP

------+-----------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+-----------+------+-------+-----------+-------+| DSPs | 0 | 0 | 220 | 0.00 |

+-----------+------+-------+-----------+-------+

4. IO and GT Specific

+-----------------------------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+-----------------------------+------+-------+-----------+-------+

| Bonded IOB | 12 | 0 | 200 | 6.00 |

| Bonded IPADs | 0 | 0 | 2 | 0.00 |

| Bonded IOPADs | 0 | 0 | 130 | 0.00 |

| PHY_CONTROL | 0 | 0 | 4 | 0.00 |

| PHASER_REF | 0 | 0 | 4 | 0.00 |

| OUT_FIFO | 0 | 0 | 16 | 0.00 |

| IN_FIFO | 0 | 0 | 16 | 0.00 |

| IDELAYCTRL | 0 | 0 | 4 | 0.00 |

| IBUFDS | 0 | 0 | 192 | 0.00 |

| PHASER_OUT/PHASER_OUT_PHY | 0 | 0 | 16 | 0.00 |

| PHASER_IN/PHASER_IN_PHY | 0 | 0 | 16 | 0.00 |

| IDELAYE2/IDELAYE2_FINEDELAY | 0 | 0 | 200 | 0.00 |

| ILOGIC | 0 | 0 | 200 | 0.00 |

| OLOGIC | 0 | 0 | 200 | 0.00 |

+----------+------+-------+-----------+-------+

5. Clocking

----------+------------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+------------+------+-------+-----------+-------+

| BUFGCTRL | 1 | 0 | 32 | 3.13 |

| BUFIO | 0 | 0 | 16 | 0.00 |

| MMCME2_ADV | 0 | 0 | 4 | 0.00 |

| PLLE2_ADV | 0 | 0 | 4 | 0.00 |

| BUFMRCE | 0 | 0 | 8 | 0.00 |

| BUFHCE | 0 | 0 | 72 | 0.00 |

| BUFR | 0 | 0 | 16 | 0.00 |

+------------+------+-------+-----------+-------+

6. Specific Feature

+-------------+------+-------+-----------+-------+

| Site Type | Used | Fixed | Available | Util% |

+-------------+------+-------+-----------+-------+

| BSCANE2 | 0 | 0 | 4 | 0.00 |

| CAPTUREE2 | 0 | 0 | 1 | 0.00 |

| DNA_PORT | 0 | 0 | 1 | 0.00 |

| EFUSE_USR | 0 | 0 | 1 | 0.00 |

| FRAME_ECCE2 | 0 | 0 | 1 | 0.00 |

| ICAPE2 | 0 | 0 | 2 | 0.00 |

| STARTUPE2 | 0 | 0 | 1 | 0.00 |

| XADC | 0 | 0 | 1 | 0.00 |

+-------------+------+-------+-----------+-------+

7. Primitives

+----------+------+---------------------+

| Ref Name | Used | Functional Category |

+----------+------+---------------------+

| IBUF | 8 | IO |

| OBUF | 4 | IO |

| LUT6 | 4 | LUT |

| FDRE | 4 | Flop & Latch |

| LUT5 | 1 | LUT |

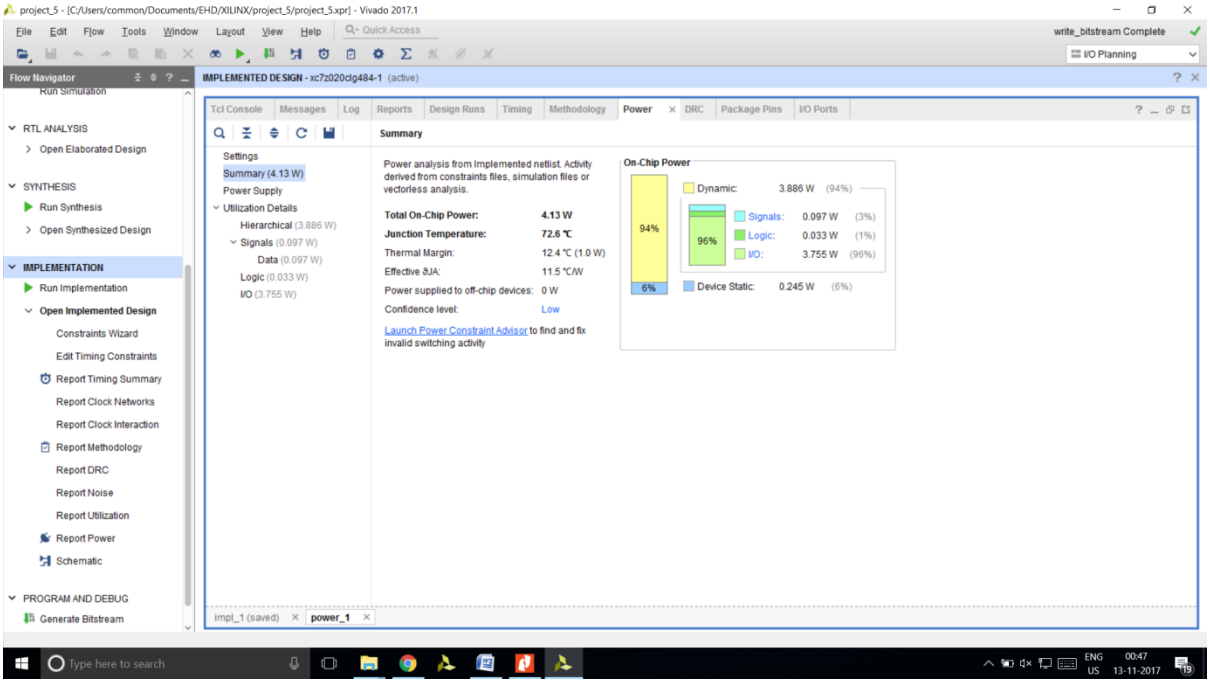
| LUT4 | 1 | LUT |

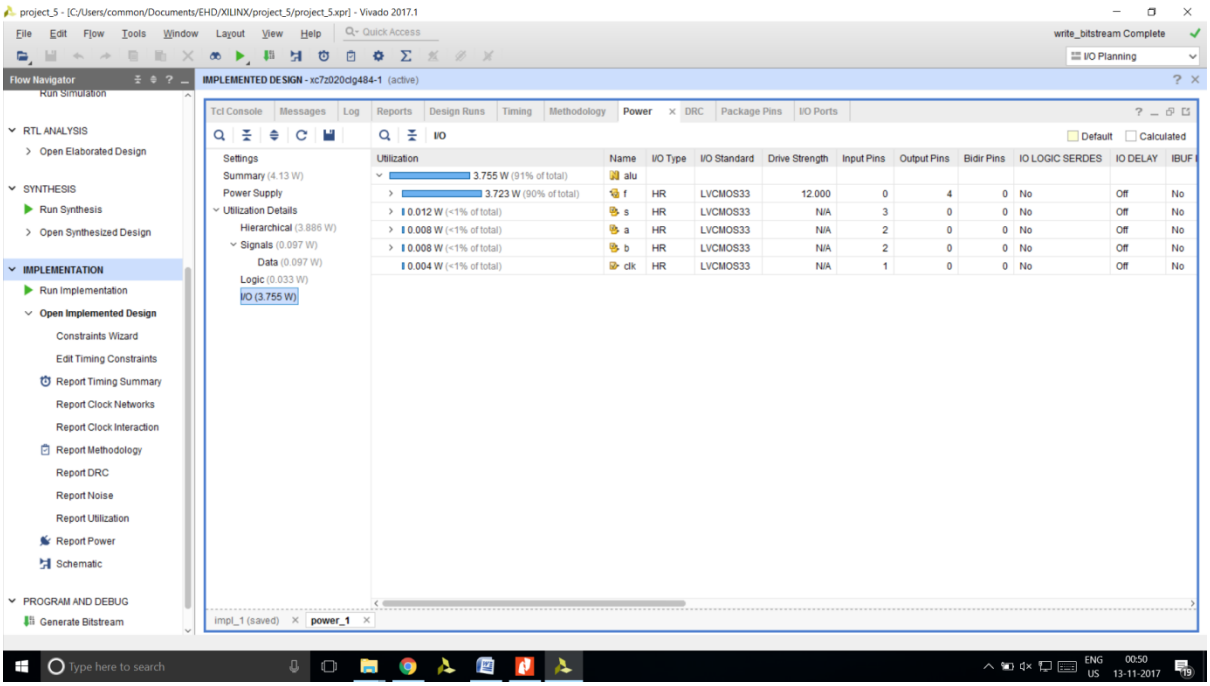
| LUT2 | 1 | LUT |

| BUFG | 1 | Clock |

+----------+------+---------------------+

POWER REPORT





Reference for Video :