

CS2610: Computer Organization and Architecture Lab 4

Problem Statement:

Design a 32 bit ALU which can perform 32-bit signed addition/subtraction and multiplication. You are required to use look-ahead Adder and Booth's Multiplier for this ALU. The ALU has two 32 bit inputs (operands), one control input (17 bits used as opcodes), and one output which is a combination of two 32 bit registers (UH and LH). LH is lower half and it contains 0-31 bits of the output, while UH is upper half which holds bit 32-63 of the output. In this lab, you should be able to perform ADD, SUB and MUL operations for which opcodes are given in the table below.

Funct 7	Func3	Opcode
1000000	000	0110011
0100000	000	0110011
0000001	000	0110011

Please design the ALU circuit and also perform extensive testing with your very own test bench

Code and it's eplaination::

We have declared ALU module inamed "look" and has 5 inputs and outputs. The inputs are two 4-bit numbers (a and b), a carry-in bit (cin), and the outputs are a 4-bit sum (sum) and a carry-out bit (cout). The module implements the logic for adding or subtracting two 4-bit numbers using a "look-ahead" carry generator. The output sum is computed by XOR-ing the input numbers and the carry bits, while the carry-out is computed using logic gates and the carry bits.

The "over" module takes three inputs (a, b, and c) and has one output (overf). It checks if the inputs satisfy the condition for overflow in subtraction ($a = b \neq c$) and sets the output to 1 if the condition is true, and 0 otherwise.

The "ADDSUB" module takes three inputs (A, B, and op) and has three outputs (sum, co, and overflow). A and B are 32-bit numbers, op is a control signal that determines whether to add or subtract the numbers. The module first selects the correct input (A or B) based on the value of op, and then splits the input numbers into 8 4-bit blocks that are processed by the "look" module. The carry-out from the last block is assigned to the output co, and the 32-bit sum is concatenated with zeros to form the 64-bit output. The "over" module is used to check for overflow in subtraction and set the overflow output accordingly.

The "MUL" module takes two signed 32-bit numbers (A and B) as inputs and produces a signed 64-bit number (C) as output. The module implements a shift-and-add algorithm for multiplication. It initializes C to 0 and iteratively multiplies A with each bit of B, shifting the partial product by 1 bit to the left each time. If the bit of B is 1, the partial product is added to C, otherwise it is discarded. The module also checks if A is -8 (a special case) and negates C if true.

```

module look(input [3:0] a,  input [3:0] b,
input cin,
output [3:0] sum,
output cout  );
wire [3:0] p,g;
wire [3:0]c;
assign p=a^b;
assign g=a&b;
assign c[0]=cin;
  assign c[1]=g[0]|(p[0]&cin);  assignc[2]=g[1]|(p[1]&g[0])|(p[1]&p[0]&cin);  .
assign c[3]=g[2]|(p[2]&g[1])|(p[2]&p[1]&g[0])|(p[2]&p[1]&p[0]&cin);
Assign cout=g[3]|(p[3]&g[2])|(p[3]&p[2]&g[1])|(p[3]&p[2]&p[1]&g[0])|(p[3]&p[2]&p[1]&p[0]&cin);
assign sum=p^c;
Endmodule

module over(  input a,  input b,  input c,  output reg overf  );
  always @(a or b or c)
    if ((a==b) && (a!=c)) begin
      overf<=1;

    end
    else
      overf<=0;

endmodule

```

```
module ADDSUB(  input [31:0]A,  input [31:0]B,  input op,  output [63:0]sum,
output co,  output overflow  );
wire [31:0]Bi,sel;
  assign sel=op? Bi:B;
assign Bi=~B+1;
wire [31:0]s;
wire c1,c2,c3,c4,c5,c6,c7,c8;
    look l1(.a(A[3:0]),.b(sel[3:0]),.cin(1'b0),.sum(s[3:0]),.cout(c1));
    look l2(.a(A[7:4]),.b(sel[7:4]),.cin(c1),.sum(s[7:4]),.cout(c2));
    look l3(.a(A[11:8]),.b(sel[11:8]),.cin(c2),.sum(s[11:8]),.cout(c3));
    look l4(.a(A[15:12]),.b(sel[15:12]),.cin(c3),.sum(s[15:12]),.cout(c4));
    look l5(.a(A[19:16]),.b(sel[19:16]),.cin(c4),.sum(s[19:16]),.cout(c5));
    look l6(.a(A[23:20]),.b(sel[23:20]),.cin(c5),.sum(s[23:20]),.cout(c6));
    look l7(.a(A[27:24]),.b(sel[27:24]),.cin(c6),.sum(s[27:24]),.cout(c7));
    look l8(.a(A[31:28]),.b(sel[31:28]),.cin(c7),.sum(s[31:28]),.cout(c8));
assign co=c8;
assign sum={32'd0,s};
over o(.a(A[31]),.b(B[31]),.c(sum[31]),.overf(overflow));
endmodule
```

```

module MUL(  input signed [31:0]A,input
signed [31:0]B,  output reg signed [63:0]C
);
reg [1:0]temp;
reg E1;
reg [31:0] A1;
integer i;
always @ (A, B)
    begin
        C=64'd0;
        E1=1'd0;
        for ( i = 0 ; i < 32 ; i=i+1)    begin
            temp={B[i],E1};
            A1=-A;
            case (temp)
                2'd2: C[63:32]=C[63:32]+A1;
                2'd1: C[63:32]=C[63:32]+A;
            default: begin end
            endcase
            C=C>>1;
            C[63]=C[62];
            E1=B[i];
        End
    end
if (A==32'd8)
    begin        C=-C;

```

```

    end
endendmodule
module ALU(  input [31:0]A,  input [31:0]B,  input [17:0]opcode,
output reg [63:0]outp,  output reg overflow  );
    wire oa,ob;
    wire [63:0]addi,subi,muli;
    MUL m1(.A(A),.B(B),.C(muli));
    ADDSUB a1(.A(A),.B(B),.op(1'b0),.sum(addi),.overflow(oa));
    ADDSUB s1(.A(A),.B(B),.op(1'b1),.sum(subi),.overflow(ob));
    always @(A or B or opcode)  begin
        case (opcode)
            17'b100000000000110011: begin
                outp<=addi;
                overflow<=oa;
            end
            17'b010000000000110011: begin
                outp<=subi;
                overflow<=ob;
            end
            17'b000000010000110011: outp<=muli;
            default: begin end
        endcase
    end
end
endmodule

```

Testbench::

```
module ALUtest;
reg [31:0]A;
reg [31:0]B;
reg [16:0]opcode;
wire [63:0]outp;
wire overflow;

    ALU dut(.A(A),.B(B),.opcode(opcode),.outp(outp),.overflow(overflow));
    Initial
    begin
        A=34;
        B=23;
        opcode=17'b100000000000110011;
        if (overflow==1'b1) $display("Overflow occured in addition");
        #40;
        A=23;
        B=11;
        opcode=17'b010000000000110011;
        if (overflow==1'b1) $display("Overflow occured in subtraction");
        #40;
        A=62;
        B=-4;
        opcode=17'b000000010000110011;
        #40;
    endendmodule
```


Conclusion:

The look-ahead adder is a fast adder that reduces the propagation delay of the carry signal by generating carry signals for all possible bit positions simultaneously. The Booth's multiplier is an algorithm that reduces the number of partial products generated during multiplication by using a signed digit representation of the multiplier. It generates partial products only when there is a transition from 0 to 1 or 1 to 0 in the multiplier. The partial products are then added using a multi-precision adder to generate the final result.

Contribution::

112101035_Jignesh::Verilog code

112101030_ Prakash:: Testbench

112101013_ Rakesh:: lab report