

# Introduction to Digital Logic Design Lab

## EECS 31L

Lab 2

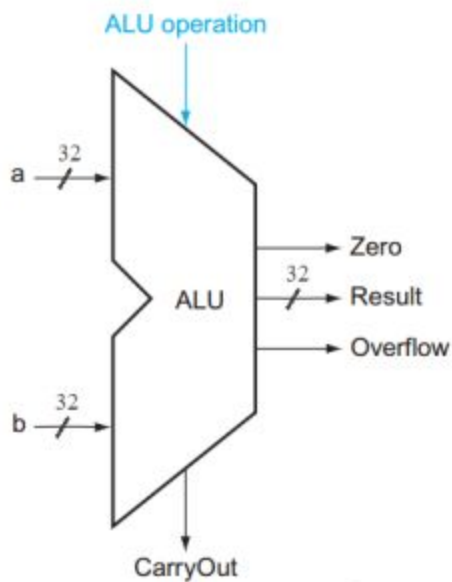
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### 1 - Objective

The objective of this lab was to design a 32-Bit Arithmetic Logic Unit (ALU). The ALU consists of 3 inputs; 2 32-Bit inputs A and B and a 4-bit select input (ALU\_Sel) designated to different ALU operations. Also consisting of 4 outputs; The main output, a Zero output, Overflow, and CarryOut.

Below is the diagram as described before.



## 2 - Procedure

The ALU has 7 different operations; Bitwise AND, Bitwise OR, Addition, Subtraction, Set Less Than, Bitwise NOR, and Equal Comparison. The simplest and most consolidated approach was to use sequential statements. The statements reside inside an always block that would be sensitive to the select input. Inside the always block would have a case block that would have behaviour corresponding to the operation. Depending on the operation, the result would be based on either an arithmetic operation or relational operation.

## 3 - Simulation Results

All results came as expected, no other operation should have had a CarryOut besides the Add operation. The Zero output reflects all results (ALU\_Out) that are zero. The first eight test cases are the ones provided by the lab manual. I verified the add and sub operations by running the inputs through a hexadecimal calculator. A hexadecimal calculator was also used to verify the results for Zero and Overflow. All other operations logically made sense. Additional test cases were added just to verify that the Overflow for Add and Sub operations were working correctly. These test cases were labelled inside the test bench file as //Test420 and //TestSubOverflow and //TestAddOverflow.

