❖ Lab 2: Combinational Logic Design

Lab due May 13, 2023 10:37 PDT Completed

The following truth table describes an Arithmetic/Logic Unit (ALU) Decoder used in a microprocessor controller (see Chapter 7 if you are curious). The circuit has seven inputs and three outputs. The inputs are a 2-bit ALUOp signal, a 3-bit funct3 signal, 1 bit called op_5, and one bit called funct7_5. The last two inputs are treated as a pair in the truth table. The output is a 3-bit ALUControl signal. "Instruction" doesn't imply any hardware; it's just a human readable note about the type of instruction that will make more sense when we build the processor later. The outputs are only specified for certain input combinations; they may be treated as Don't Care for unspecified inputs combinations.

ALUOp	funct3	{op ₅ , funct7 ₅ }	ALUControl	Instruction
00	x	x	000 (add)	lw,sw
01	x	X	001 (subtract)	beq
10	000	00, 01, 10	000 (add)	add
	000	11	001 (subtract)	sub
	010	x	101 (set less than)	slt
	110	X	011 (or)	or
	111	X	010 (and)	and

The goal of this lab problem is for you to design a gate-level implementation of the ALU Decoder, model it with structural SystemVerilog, and debug your design. Use only AND, OR, and NOT gates in your solution.

Start with the files below. Modify the aludec module but don't change the testbench or test vectors because that would mess up the hash.

If you are using a lab computer with a professional version of ModelSim, be sure to uncheck Enable Optimization in the Start Simulation dialog. Otherwise, ModelSim may optimize away signals so you won't be able to see them in the waveform viewer.

aludec.sv

aludecoder.tv

Hint: Take a methodical approach to design:

- Write Boolean equations for each output in terms of the inputs (you should write 3 equations)
- Sketch a schematic implementing the equations
- Write structural SystemVerilog in the "aludec" module implementing your schematic
- Simulate your design with the test bench provided
- Debug any discrepancies

Hash

1/1 point (graded)

What hash did your testbench produce? Enter the hash as a 2-digit hexadecimal number with lowercase letters where applicable.

