

Simple ALU

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1 ALU

This ALU works but I didn't find a good solution to handle **overflow** and **carry/borrow** detection. The rest of the needed functionality works.

```
1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.numeric_std.all;
4
5
6 entity ALU is
7     port (
8         a, b: in std_logic_vector(31 downto 0);
9         m  : in std_logic_vector (3 downto 0);
10        s  : out std_logic_vector(31 downto 0);
11        z, c, ovf: out std_logic
12    );
13 end ALU;
14
15 architecture arch of ALU is
16 begin
17 process(m, a, b) is
18 begin
19     z <= '0';
20     ovf <= '0';
21     c <= '0';
```

```

22
23     case m is
24         when "0000" => -- add
25             s <= std_logic_vector(signed(a) + signed(b));
26         when "0001" => -- addu
27             s <= std_logic_vector(unsigned(a) + unsigned(b));
28         when "0010" => -- sub
29             if signed(a) = signed(b) then
30                 z <= '1';
31             else
32                 z <= '0';
33             end if;
34             s <= std_logic_vector(signed(a) - signed(b));
35         when "0011" => -- subu
36             s <= std_logic_vector(unsigned(a) - unsigned(b));
37         when "0100" => -- slt
38             if signed(a) < signed(b) then
39                 s <= (0 => '1', others => '0');
40             else
41                 s <= (others => '0');
42             end if;
43         when "0101" => -- sltu
44             if unsigned(a) < unsigned(b) then
45                 s <= (0 => '1', others => '0');
46             else
47                 s <= (others => '0');
48             end if;
49         when "0110" => -- and
50             s <= a and b;
51         when "0111" => -- or
52             s <= a or b;
53         when "1000" => -- nor
54             s <= a nor b;
55         when "1001" => -- xor
56             s <= a xor b;
57         when others =>
58             s <= (others => 'U');
59     end case;
60 end process;
61 end arch;

```

2 Testbench

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3  use ieee.numeric_std.all;
4
5  entity alu_tb is
6  end alu_tb;
7
8  architecture tb of alu_tb is
9      signal a, b: std_logic_vector(31 downto 0);
10     signal m : std_logic_vector (3 downto 0);
11     signal s : std_logic_vector(31 downto 0);
12     signal z, c, ovf: std_logic;
13
14 begin
15     UUT : entity work.alu port map (
16         a => a,
17         b => b,
18         m => m,
19         s => s,
20         z => z,
21         c => c,
22         ovf => ovf
23     );
24
25     m <= "0000",
26         "0001" after 20 ns,
27         "0010" after 40 ns,
28         "0011" after 60 ns,
29         "0100" after 80 ns,
30         "0101" after 100 ns,
31         "0110" after 120 ns,
32         "0111" after 140 ns,
33         "1000" after 160 ns,
34         "1001" after 180 ns,
35         "1001" after 200 ns;
36
37     a <= "00000000000000000000000000000000",
38         "00000000000000000000000000000011" after 20 ns, -- add
39         "00000000000000000000000000000011" after 40 ns, -- addu
40         "00000000000000000000000000000011" after 60 ns, -- sub
41         "00000000000000000000000000000011" after 80 ns, -- subu
```

[illegible]

2.1 Signals

