

This is a simple ALU which supports 4 operations. Binary addition (ADD), Binary Subtraction (SUB), Bitwise parity calculation (PAR) and Bitwise comparator (COMP)

Opcode definition:

ADD: 2'b00

SUB: 2'b01

PAR: 2'b10

COMP: 2'b11

Description of inputs:

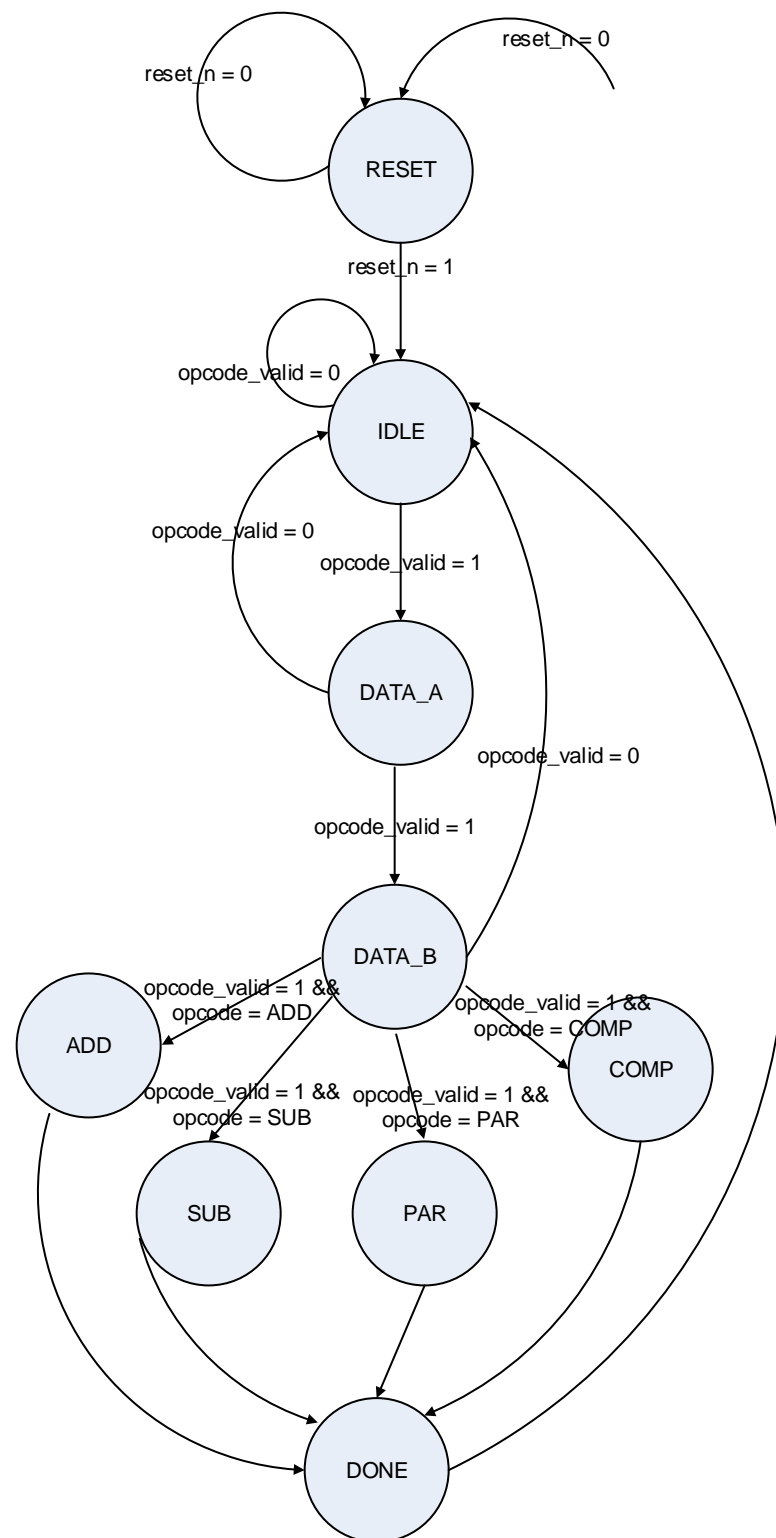
clk: Free running clock whose frequency can be set by a parameter (CLOCK\_PERIOD). Default: 10ns

reset\_n: Active low reset.

opcode\_valid: active high input to control the internal FSM.

opcode: 1 bit opcode field that must be time-multiplexed for two bits needed internally for 4 opcodes.

Data[7:0]: 8-bit data field that also needs to be time-multiplexed for two operands.



## Simple ALU

Note; ADD, SUB, PAR, COMP operations need two data operands. But as you can see simple\_alu module has only one data input. That means data pins must be time multiplexed. First operand must be latched in DATA\_A state and second operand must be latched in DATA\_B state.

Similarly, there are four valid opcodes which needs a two bit field. However, the opcode input is only single bit. Bit[0] of opcode field must be latched in DATA\_A state and bit[1] must be latched in DATA\_B state.

Test stimulus module (alu\_test.v) will drive two operands and two bit of opcode separately on different clock cycles.

You must use gate-level logics (OR/NOR/AND/NAND/XOR/XNOR) for all of your low level functions. For example, you can create a module for 1bit full adder and then create a generic full adder with parameterized width. You need to use the generic full adder to get the result for ADD opcode. You can NOT simply say "result = data\_a+data\_b", even though verilog language supports that.

The full adder must have two inputs and carry-in. The full subtractor must also have two inputs and borrow-in.

Truth table for Parity (PAR) function

A | B | Parity

0	0	0
0	1	1
1	0	1
1	1	0

Truth table for Comparator (COMP) function

A | B | Parity

0	0	1
0	1	0
1	0	0
1	1	1

