

Megan McCormick

VLSI System Design

Homework 2

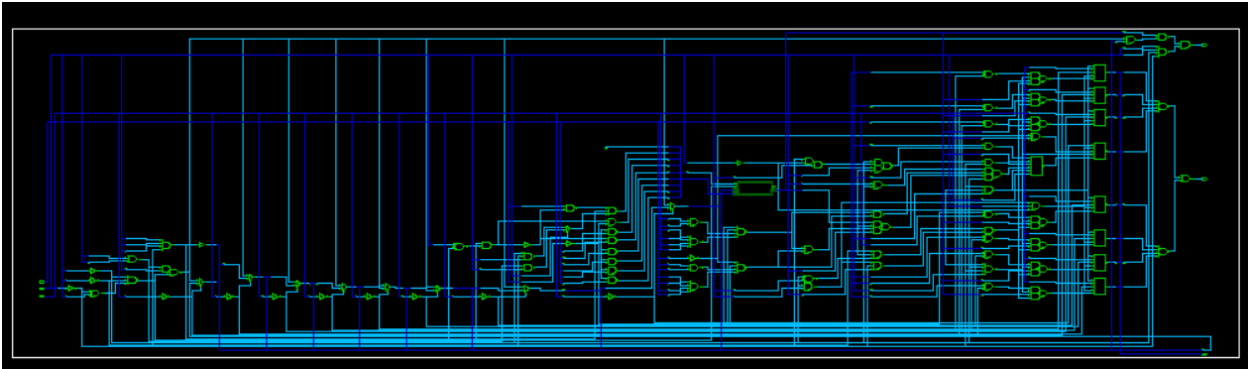
Verilog Code:

```
module alu(
input      [7:0] in_a      , //input a
input      [7:0] in_b      , //input b
input      [3:0] opcode    , //opcode input
output reg  [7:0] alu_out   , //alu output
output reg          alu_zero , //logic '1' when alu_output [7:0] is all zeros
output reg          alu_carry //indicates a carry out from ALU
);

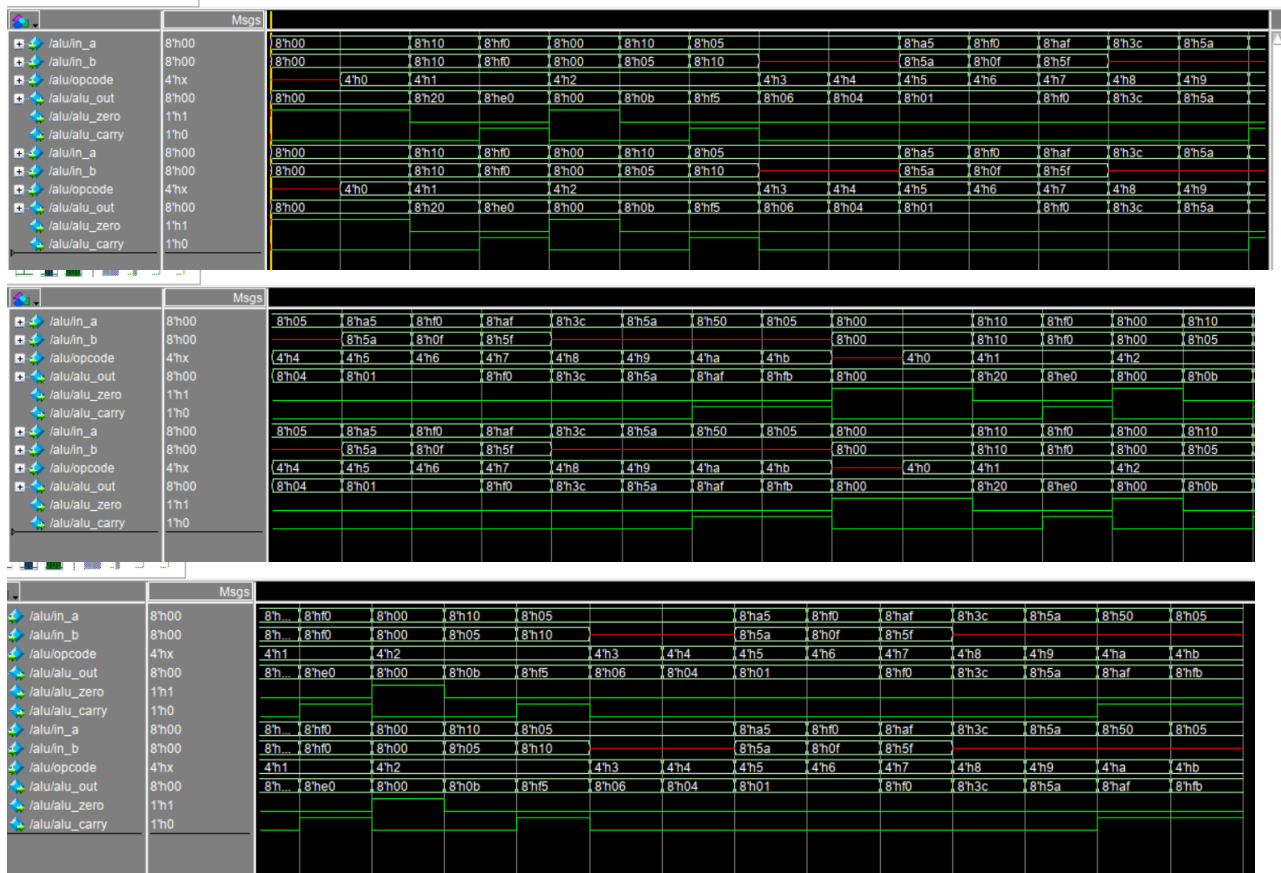
parameter c_add = 4'h1;           //in_a + in_b
parameter c_sub = 4'h2;           //in_a - in_b
parameter c_inc = 4'h3;           //in_a + 1
parameter c_dec = 4'h4;           //in_a - 1
parameter c_or  = 4'h5;           //in_a OR in_b
parameter c_and = 4'h6;           //in_a AND in_b
parameter c_xor = 4'h7;           //in_a XOR in_b
parameter c_shr = 4'h8;           //in_a is shifted one place right, zero shifted in
parameter c_shl = 4'h9;           //in_a is shifted one place left, zero shifted in
parameter c_onescomp = 4'hA;      //in_a gets "ones complemented"
parameter c_twoscomp = 4'hB;      //in_a gets "twos complemented"

always_comb
begin
    alu_carry = 0;
    case(opcode)
        c_add: {alu_carry,alu_out} = in_a + in_b;
        c_sub: {alu_carry,alu_out} = in_a - in_b;
        c_inc: {alu_carry,alu_out} = in_a + 1;
        c_dec: {alu_carry,alu_out} = in_a -1;
        c_or:  alu_out = (in_a || in_b);
        c_and: alu_out = in_a && in_b;
        c_xor: alu_out = in_a ^ in_b;
        c_shr: alu_out = in_a >> 0;
        c_shl: {alu_carry,alu_out} = in_a << 0;
        c_onescomp: {alu_carry,alu_out} = ~in_a;
        c_twoscomp: {alu_carry,alu_out} = ~in_a + 1;
        default:    alu_out = 0;
    endcase
    alu_zero = ~| alu_out; //Check that alu_out is all 0s
end
endmodule
```

Schematic:



Waveform:



Questions:

- 1309.048222
- 24
- $1249.434007/5.5296\mu\text{m}^2$
- It's an add/subtract block. It's the part of the alu that does addition or subtraction(which is addition with a negative)
- Maximum delay path was from r30/B[0] (alu_DW01_addsub_0) to r30/SUM[7] (alu_DW01_addsub_0)