

4 bit ALU IMPLEMENTATION VHDL

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Cse 360 (sec 3)

module fulladd

```
(sum1,c_out,a1,b1,c_in1);  
output sum1,c_out;  
input a1,b1,c_in1;  
wire s1,c1,s2;  
xor(s1,a1,b1);  
and(c1,a1,b1);  
xor(sum1,s1,c_in1);  
and(s2,s1,c_in1);  
xor(c_out,s2,c1);  
endmodule
```

module mux4to1

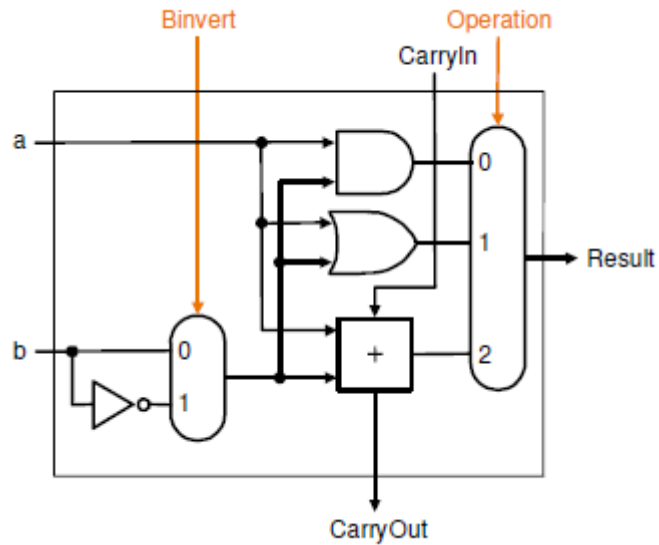
```
(out,i0,i1,i2,i3,s1,s0);  
output out;  
input i0,i1,i2,i3;  
input s1,s0;  
wire s1n,s0n;  
wire y0,y1,y2,y3;  
not(s1n,s1);  
not(s0n,s0);  
and(y0,i0,s1n,s0n);  
and(y1,i1,s1n,s0);  
and(y2,i2,s1,s0n);  
and(y3,i3,s1,s0);
```

```
and(y3,i3,s1,s0);  
or (out,y0,y1,y2,y3);  
endmodule
```

module ALU

```
(output result, output cout, input a,b,input cin,binvart,op1,op2);
```

```
wire w1,w2,w3,bx,binx;  
wire a0,a1,a2,a3;  
and(a0,a,b);  
or(a1,a,b);  
not(bx,b);  
not(binx, binvart);  
and(w1,b,binx);  
and(w2,bx,binvart);  
or(w3,w1,w2);  
fulladd stage1 ( sum1,c_out,a1,w3,cin);  
mux4to1 stage2(result,a0,a1,sum1,a3,op1,op2);  
  
endmodule
```



module ALU4bit

(output [3:0]result, output cout, input [3:0]a,b,input cin,binvart,op1,op2 ,output zero,overflow);

wire cout0,cout1,cout2,cout3,t1;

ALU alu0(result[0],cout0,a[0],b[0],cin,binvart,op1,op2),

alu1(result[1],cout1,a[1],b[1],cout0,binvart,op1,op2),

alu2(result[2],cout2,a[2],b[2],cout1,binvart,op1,op2),

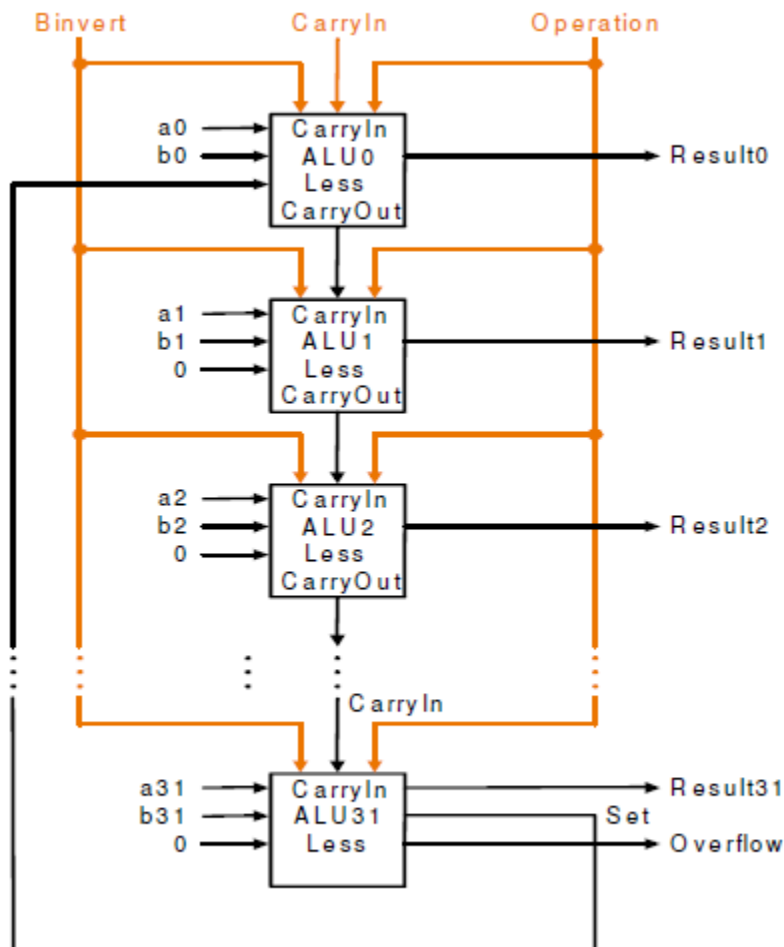
alu3(result[3],cout3,a[3],b[3],cout2,binvart,op1,op2);

or(t1,result[0],result[1],result[2],result[3]);

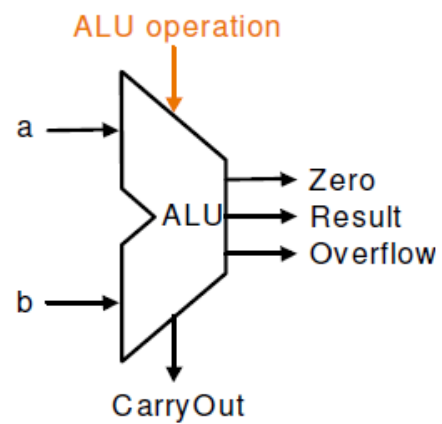
not(zero,t1);

xor(overflow,cout2,cout3);

endmodule



ALU control lines		
Bneg-ate	Operation	Function
0	00	and
0	01	or
0	10	add
1	10	sub
1	11	sll



```

module stimulus;

wire [3:0] result;

Wire c_out, zero, overflow;

reg [3:0] a,b;

reg binvart, op1, op2;

alu_4_bit (result, c_out, zero, overflow, a, b, binvart, op1, op2);

initial

begin

$monitor($time, "result[0]=%b, result [1]=%b, result [2]=%b, result [3]=%bb\n",result[0], result [1],
result [2], result [3]);

a[0]=1;a[1]=0;a[2]=0;a[3]=0;

b[0]=0;b[1]=0;b[2]=1;b[3]=1;


#5 binvart=0; op1=0; op2=0
#5 binvart=0; op1=0; op2=1;
#5 binvart=0; op1=1; op2=0;
#5 binvart=0; op1=1; op2=1;
#5 binvart=1; op1=0; op2=0;
#5 binvart=1; op1=0; op2=1;
#5 binvart=1; op1=1; op2=0;
#5 binvart=1; op1=1; op2=1;

end

endmodule

```