

California State University, Chico

Department of Electrical and Computer Engineering



EECE 343 Advanced Logic Design

ALU

by

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March 12, 2019

Simulation

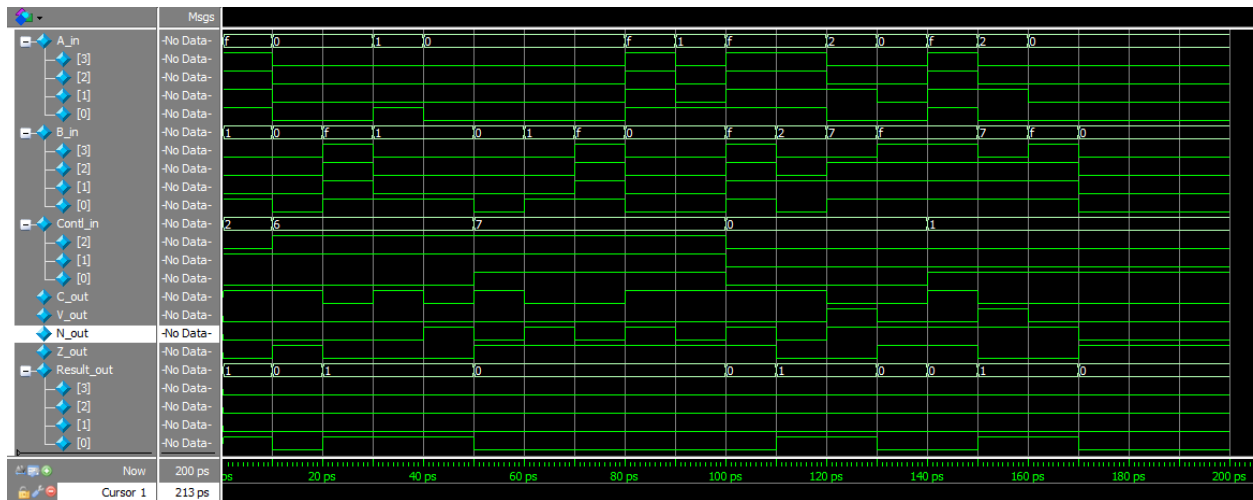
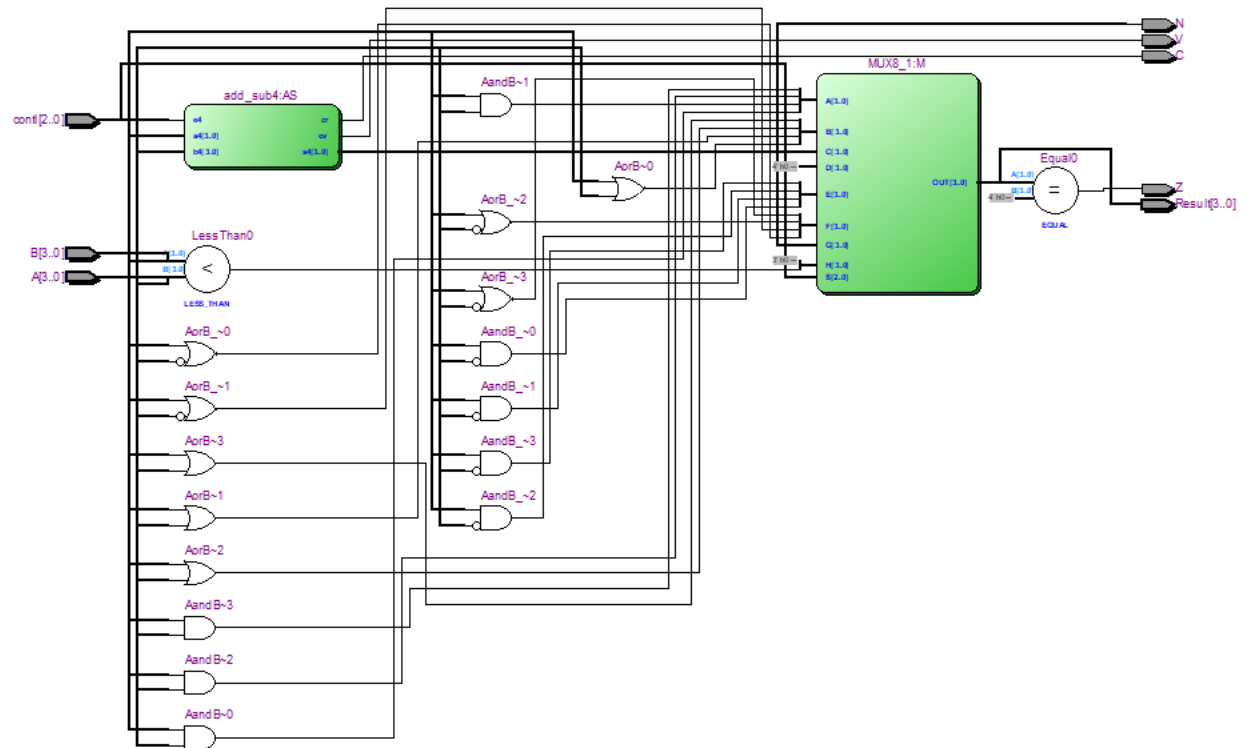


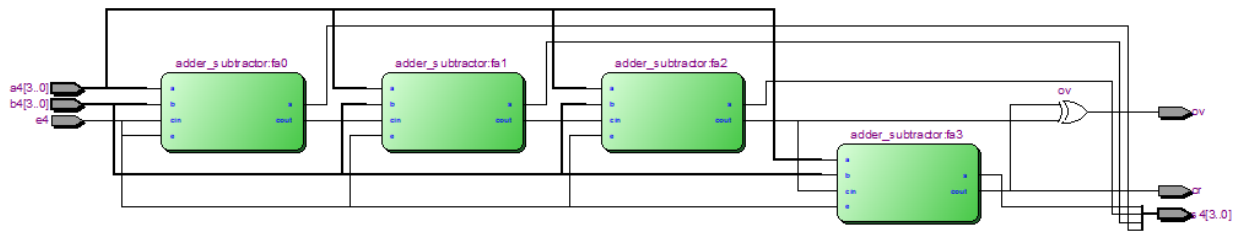
Table 2

Test (hex)	F[2:0]	A (hex)	B (hex)	Y (hex)	N	V	Z	C
ADD 0+0	2	0	0	0	0	0	1	0
ADD 0+(-1)	2	0	F	F	1	0	0	0
ADD 1+(-1)	2	1	F	0	0	0	1	0
ADD F+1	2	F	1	1	0	0	0	1
SUB 0-0	6	0	0	0	0	0	1	1
SUB 0-(-1)	6	0	F	1	0	0	0	0
SUB 1-1	6	1	1	1	0	0	0	1
SUB 0-1	6	0	1	1	1	0	0	0
SLT 0,0	7	0	0	0	0	0	1	1
SLT 0,1	7	0	1	0	1	0	1	0
SLT 0,-1	7	0	F	0	0	0	1	0
SLT 1,0	7	1	0	0	0	0	1	1
SLT -1,0	7	F	0	0	1	0	1	1
AND F,F	0	F	F	0	1	0	1	1
AND F,2	0	F	2	1	0	0	0	1
AND 2,7	0	2	7	1	1	1	0	0
AND 0,F	0	0	F	0	1	0	1	0
OR F,F	1	F	F	0	1	0	1	1
OR 2,7	1	2	7	1	1	1	0	0
OR 0,F	1	0	F	1	1	0	0	0
OR 0,0	1	0	0	0	0	0	1	0

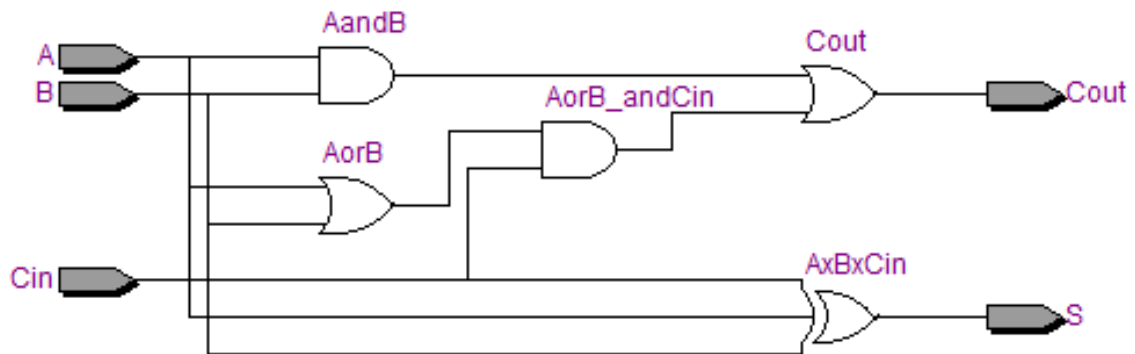
ALU



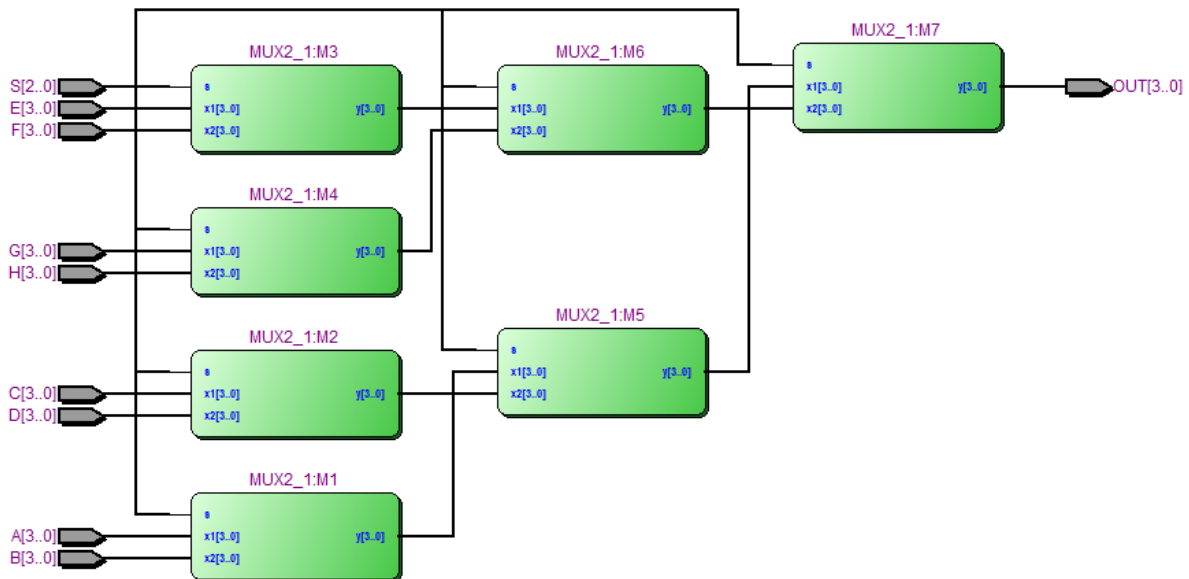
Adder and Subst.



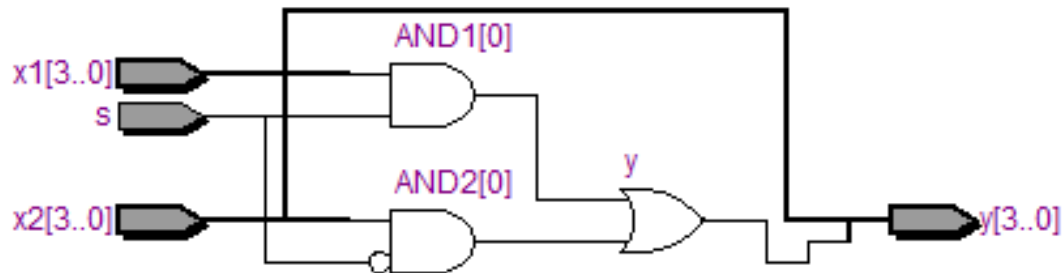
Inside one of the Adder/Subst



8X1 MUX



Inside the one of the MUX



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ALU.v

Project: adder_subtractor

```

1  // ALU
2  module ALU(A,B,cont1,C,V,N,Z,Result);
3  //input variables
4  input [3:0] A,B;
5  input [2:0] cont1;
6  //output variables
7  output C, V, N, Z;
8  output [3:0] Result;
9  // wire use to connect ALU
10 wire [3:0]notB,AandB,AorB,AorB_,AandB_,S_as,andsubT,notUse,AsubB;
11
12 assign notB = ~B;           // Not gate
13 assign AandB = A & B;       // AND gate
14 assign AandB_ = A & notB;    // NOT AND gate
15 assign AorB = A | B;        // OR gate
16 assign AorB_ = A | notB;     // NOT OR gate
17 assign notUse = 0;          // assign to GND
18 // equivalent to comparing the MSB of A and B
19 assign AsubB = ($signed(A) < $signed(B)) ? 1:0;
20
21 // Passing value to full adder
22 add_sub4 AS(.a4(A),.b4(B),.e4(cont1[2]),.s4(S_as),.cr(C),.ov(V));
23
24 // assigning input and output to 8-1 MUX
25 MUX8_1 M(.A(AandB),.B(AorB),.C(S_as),.D(notUse),.E(AandB_),.F(AorB_),.G(S_as),.H(
26 AsubB),.S(cont1),.OUT(Result));
27
28
29
30 assign N = S_as[3];         // assign N to MSB of full adder solution
31
32 assign Z = (Result == 4'b0000) ? 1 : 0;
33 endmodule
34

```

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MUX8_1.v

Project: adder_subtractor

```
1 // 8x1 MUX
2 module MUX8_1 (A,B,C,D,E,F,G,H,S,OUT);
3 input [3:0] A,B,C,D,E,F,G,H; // inputs
4 input [2:0] S; // control
5 output [3:0] OUT; // output
6 wire [3:0] MUX1,MUX2,MUX3,MUX4,MUX5,MUX6; // wire use to connect MUX
7
8 MUX2_1 M1 (.y (MUX1), .x1 (A), .x2 (B), .s (S[0])); // MUX 1
9 MUX2_1 M2 (.y (MUX2), .x1 (C), .x2 (D), .s (S[0])); // MUX 2
10 MUX2_1 M3 (.y (MUX3), .x1 (E), .x2 (F), .s (S[0])); // MUX 3
11 MUX2_1 M4 (.y (MUX4), .x1 (G), .x2 (H), .s (S[0])); // MUX 4
12 MUX2_1 M5 (.y (MUX5), .x1 (MUX1), .x2 (MUX2), .s (S[1])); // MUX 5
13 MUX2_1 M6 (.y (MUX6), .x1 (MUX3), .x2 (MUX4), .s (S[1])); // MUX 6
14 MUX2_1 M7 (.y (OUT), .x1 (MUX5), .x2 (MUX6), .s (S[2])); // MUX 7
15 endmodule
16
```

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add_sub4.v

Project: adder_subtractor

```
1 module add_sub4 (a4,b4,e4,s4,cr,ov);
2
3 input e4;
4 input [3:0] a4,b4;
5 output cr,ov;
6 output [3:0] s4;
7
8 wire co0,col,co2;
9
10 assign ov = co2^cr;
11
12 adder_subtractor fa0(a4[0],b4[0],e4,e4,s4[0],co0);
13 adder_subtractor fa1(a4[1],b4[1],co0,e4,s4[1],col);
14 adder_subtractor fa2(a4[2],b4[2],col,e4,s4[2],co2);
15 adder_subtractor fa3(a4[3],b4[3],co2,e4,s4[3],cr);
16
17 endmodule
```

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adder_subtractor.v

Project: adder_subtractor

```
1 module adder_subtractor(a,b,cin,e,s,cout);
2
3 input a,b,cin,e;
4 output s,cout;
5
6 wire xr;
7
8 assign xr = b^e;
9
10 assignment1 al(a,xr,cin,cout,s);
11
12 endmodule
13
14
```

```
1  // ALU Testbench
2  module ALU_test();
3  reg [3:0] A_in,B_in;
4  reg [2:0] Contl_in;
5  //output variables
6  wire C_out, V_out, N_out, Z_out;
7  wire [3:0] Result_out;
8
9  //module ALU(A,B,contl,C,V,N,Z,Result)
10 ALU A(A_in,B_in,Contl_in,C_out,V_out,N_out,Z_out,Result_out);
11
12 initial
13 begin
14 // when A_in and B_in = 0000
15 A_in = 4'hF; B_in = 4'h1; Contl_in = 3'd2;
16 #10
17 A_in = 4'h0; B_in = 4'h0; Contl_in = 3'd6;
18 #10
19 A_in = 4'h0; B_in = 4'hF; Contl_in = 3'd6;
20 #10
21 A_in = 4'h1; B_in = 4'h1; Contl_in = 3'd6;
22 #10
23 A_in = 4'h0; B_in = 4'h1; Contl_in = 3'd6;
24 #10
25 A_in = 4'h0; B_in = 4'h0; Contl_in = 3'd7;
26 #10
27 A_in = 4'h0; B_in = 4'h1; Contl_in = 3'd7;
28 #10
29 A_in = 4'h0; B_in = 4'hF; Contl_in = 3'd7;
30 #10
31 A_in = 4'hF; B_in = 4'h0; Contl_in = 3'd7;
32 #10
33 A_in = 4'h1; B_in = 4'h0; Contl_in = 3'd7;
34 #10
35 A_in = 4'hF; B_in = 4'hF; Contl_in = 3'd0;
36 #10
37 A_in = 4'hF; B_in = 4'h2; Contl_in = 3'd0;
38 #10
39 A_in = 4'h2; B_in = 4'h7; Contl_in = 3'd0;
40 #10
41 A_in = 4'h0; B_in = 4'hF; Contl_in = 3'd0;
42 #10
43 A_in = 4'hF; B_in = 4'hF; Contl_in = 3'd1;
44 #10
45 A_in = 4'h2; B_in = 4'h7; Contl_in = 3'd1;
46 #10
47 A_in = 0; B_in = 4'hF; Contl_in = 3'd1;
48 #10
49 A_in = 4'h0; B_in = 4'h0; Contl_in = 3'd1;
50 end
51 endmodule
52
```

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MUX2_1.v

Project: adder_subtractor

```
1  // 2x1 MUX
2  module MUX2_1(y, x1,x2,s);
3      input [3:0]x1, x2;
4      input s;
5      output [3:0]y;
6      wire [3:0]S_not, AND1, AND2;
7      assign S_not=~s;
8      //not (S_not,s);
9      assign AND1 = x1 & s;
10     assign AND2 = S_not & x2;
11     assign y = AND1 | AND2;
12 endmodule
```