

RAPOR

`and_module.v`, `or_module.v`, `xor_module.v`, `nor_module.v`:

I used and, or, xor, nor operators in their files with for loops.

`half_adder.v`, `full_adder.v`:

These are used for `adder.v`. (They are operating 1 bit.)

`adder.v`:

I made both subtraction and addition in this file.

“sub” is used to select subtraction operation. Subtraction aluop code is 010. After generating sub, I xor’ed sub with second number. Finally, I called 1 bit full adders in for loop.

`slt.v`:

I subtracted the numbers (called `adder.v` with appropriate select signal – 010 for sub) and putting the most significant bit into the result.

`alu32.v`: (Instead of multiplying, I call set less than 2 times in a row.)

I call all modules in order and I transferred return value to another value. After this, I send results (came from modules) with appropriate signals to 8:3 mux.

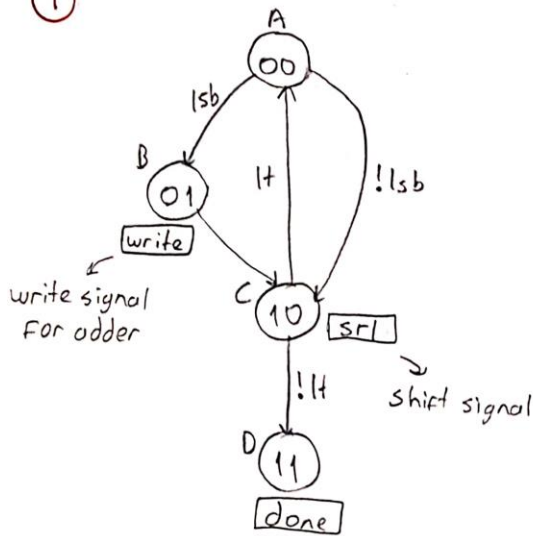
`mult32.v`: (NOT COMPLETED)

I call `control.v` and operate adding and shifting process with “write_enable” and “shift” signals. I use 2:1 mux separately for these processes. Unfortunately, that's it.

`control.v`: (NOT COMPLETED)

According to Karnaugh map, I assigned next state, present state, write, srl and done. States change according to the clock cycle.

①



lsb: least significant bit
lt: less than 32

②

	s1	s0	lsb	lt	write	srl	done	n1	n0
A	0	0	0	0	0	0	0	1	0
	0	0	0	1	0	0	0	1	0
	0	0	1	0	0	0	0	0	1
	0	0	1	1	0	0	0	0	1
B	0	1	0	0	1	0	0	1	0
	0	1	0	1	1	0	0	1	0
	0	1	1	0	1	0	0	1	0
	0	1	1	1	1	0	0	1	0
C	1	0	0	0	0	1	0	1	1
	1	0	0	1	0	1	0	0	0
	1	0	1	0	0	1	0	1	1
	1	0	1	1	0	1	0	1	1
D	1	1	0	0	0	0	1	0	0
	1	1	0	1	0	0	1	X	X
	1	1	1	0	0	0	1	X	X
	1	1	1	1	0	0	1	X	X

③

Karnaugh map is not required for write, srl and done, because expression can be easily acquired by truth table.

$$\text{write} = s1's0$$

$$\text{srl} = s1s0'$$

$$\text{done} = s1s0$$

n1

s1s0 \ lsb lt	00	01	11	10
00	1	1	0	0
01	1	1	1	1
11	0	0	0	0
10	1	0	0	1

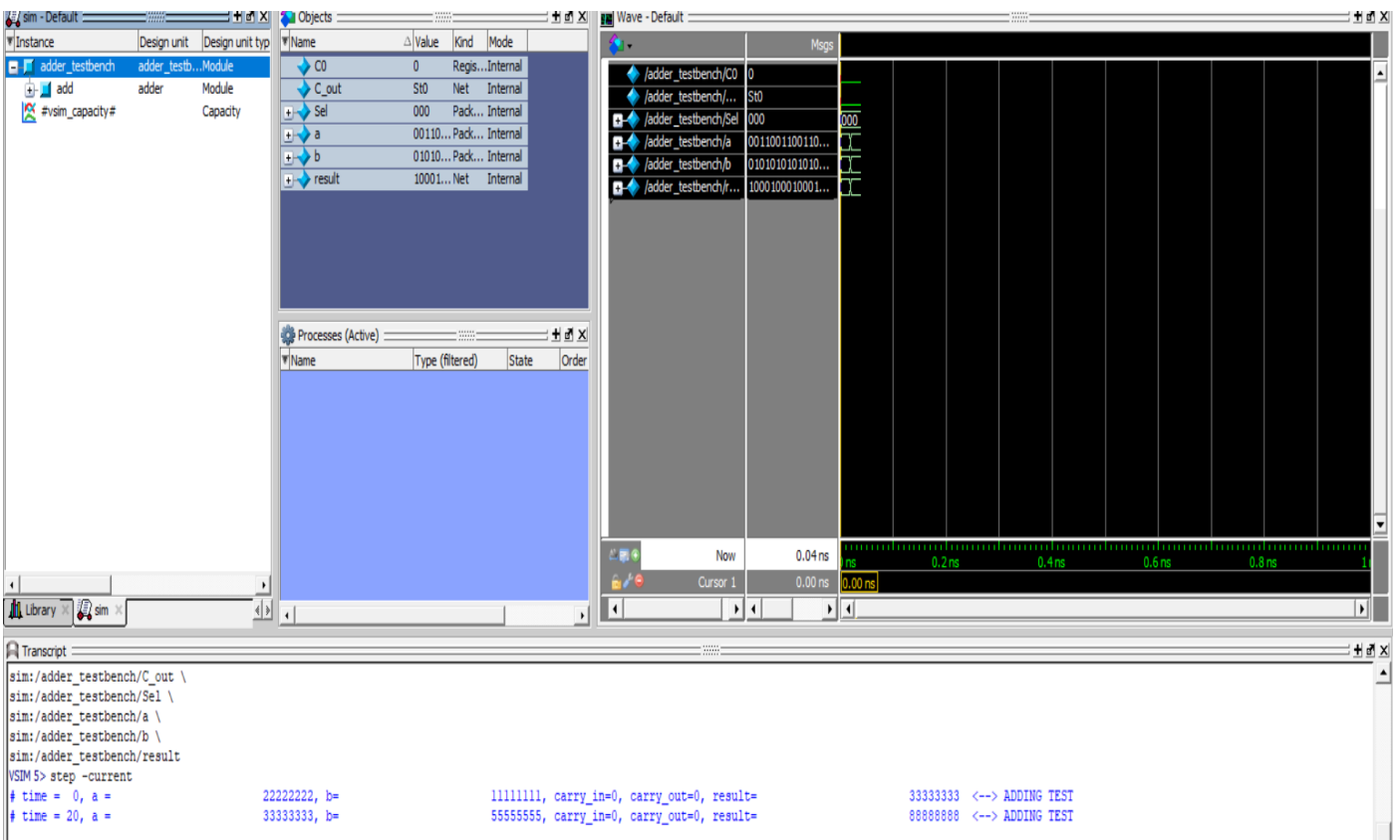
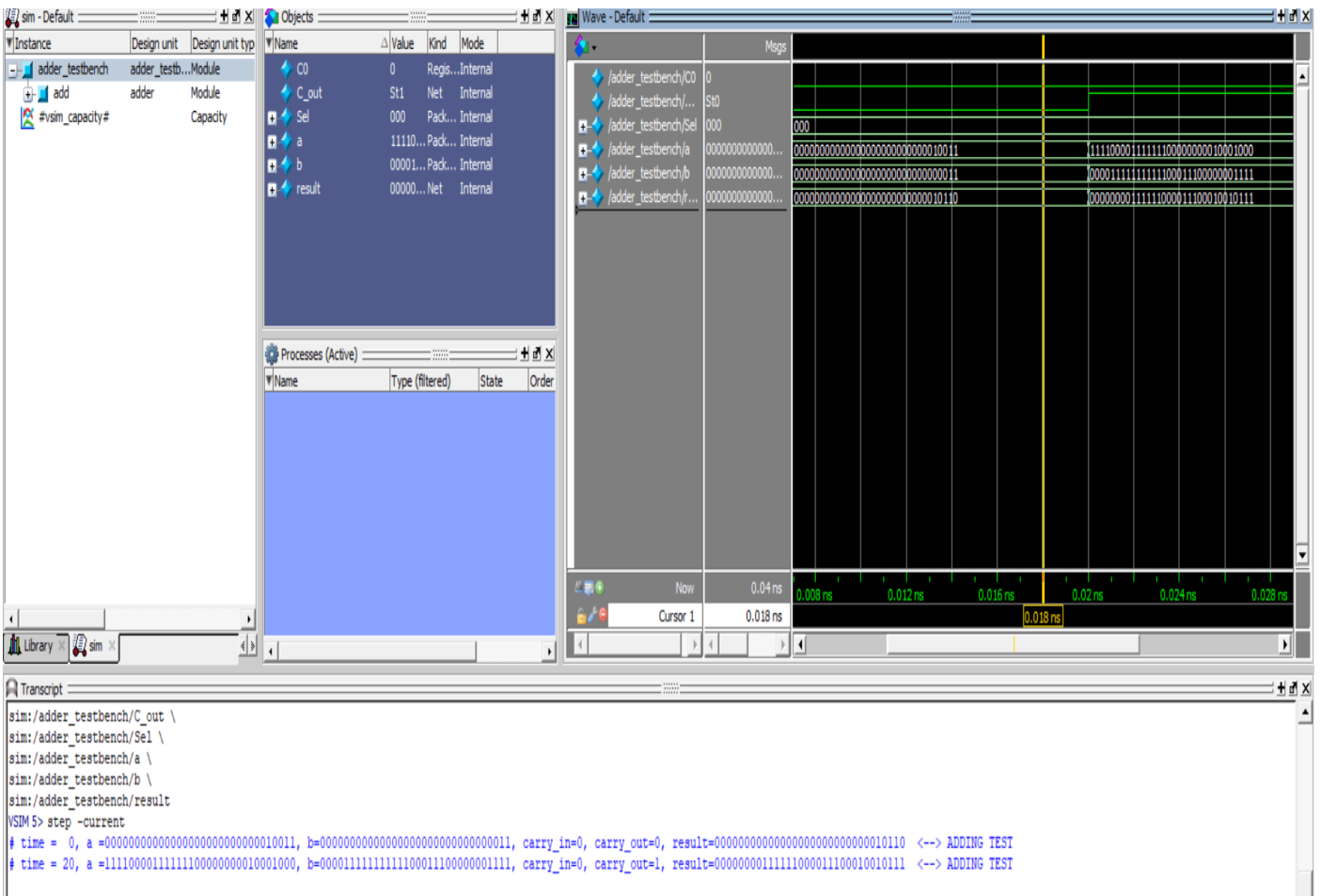
$$n1 = s1'lsb' + s1's0 + s1s0'lt'$$

n0

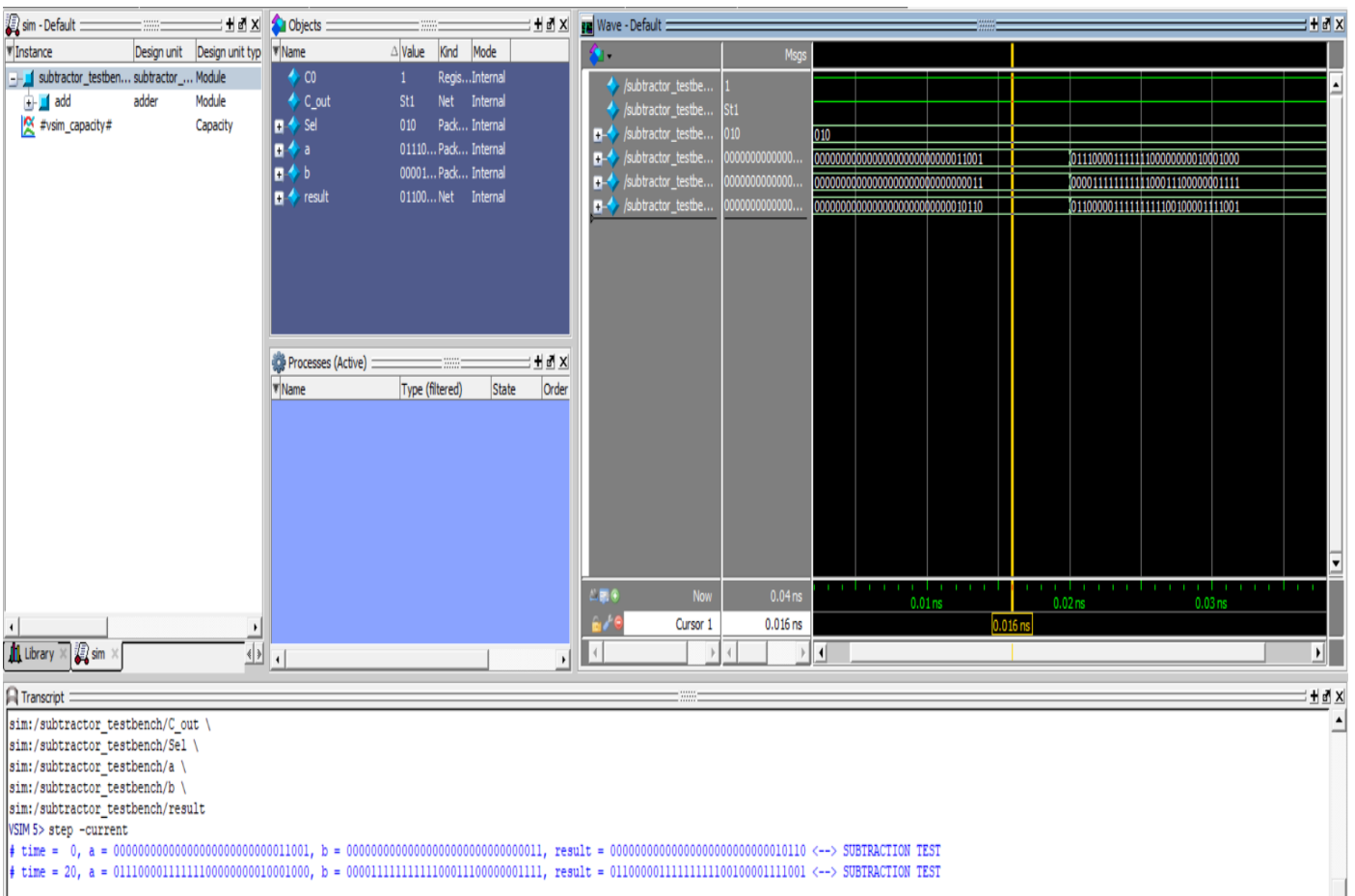
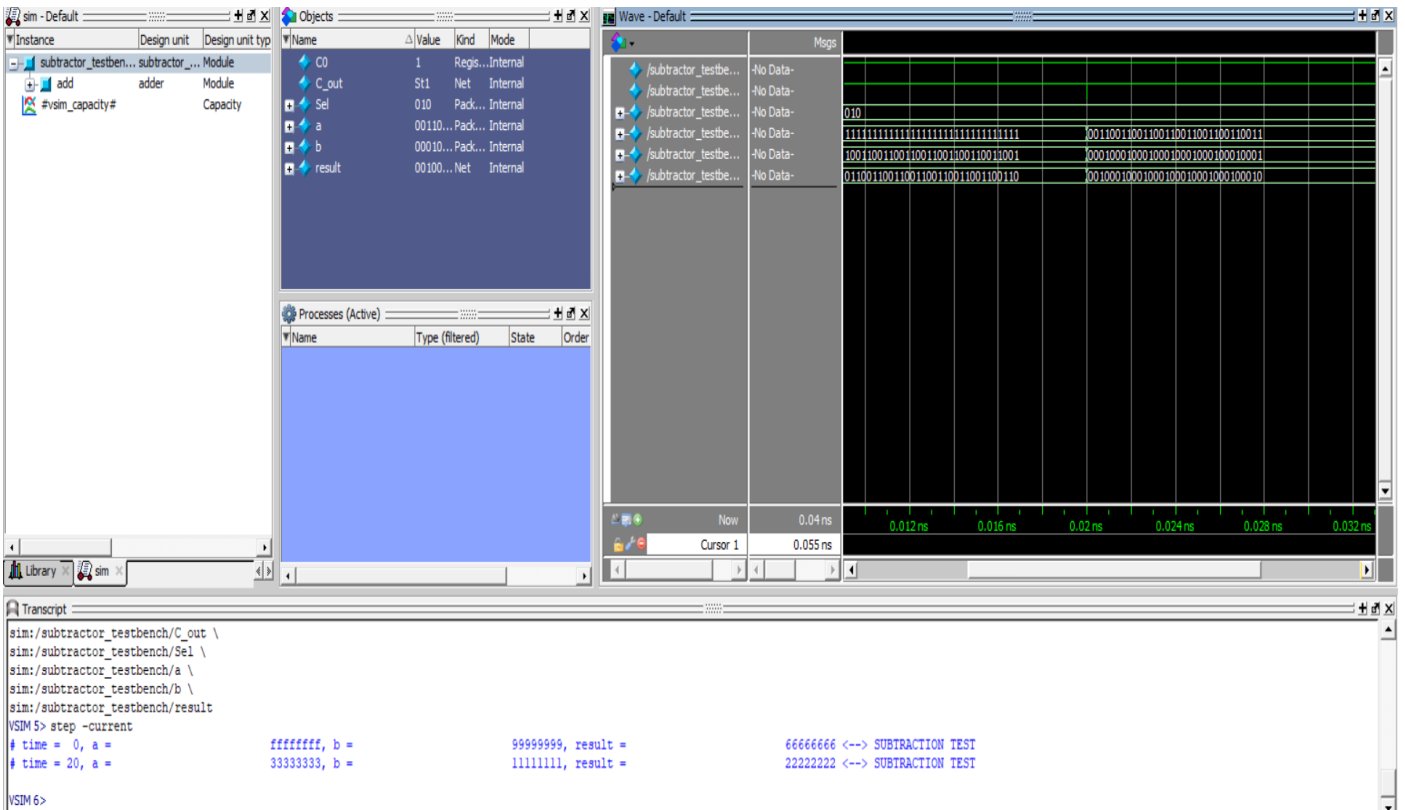
s1s0 \ lsb lt	00	01	11	10
00	0	0	1	1
01	0	0	0	0
11	0	0	0	0
10	1	0	0	1

$$n0 = s1's0'lsb + s1s0'lt'$$

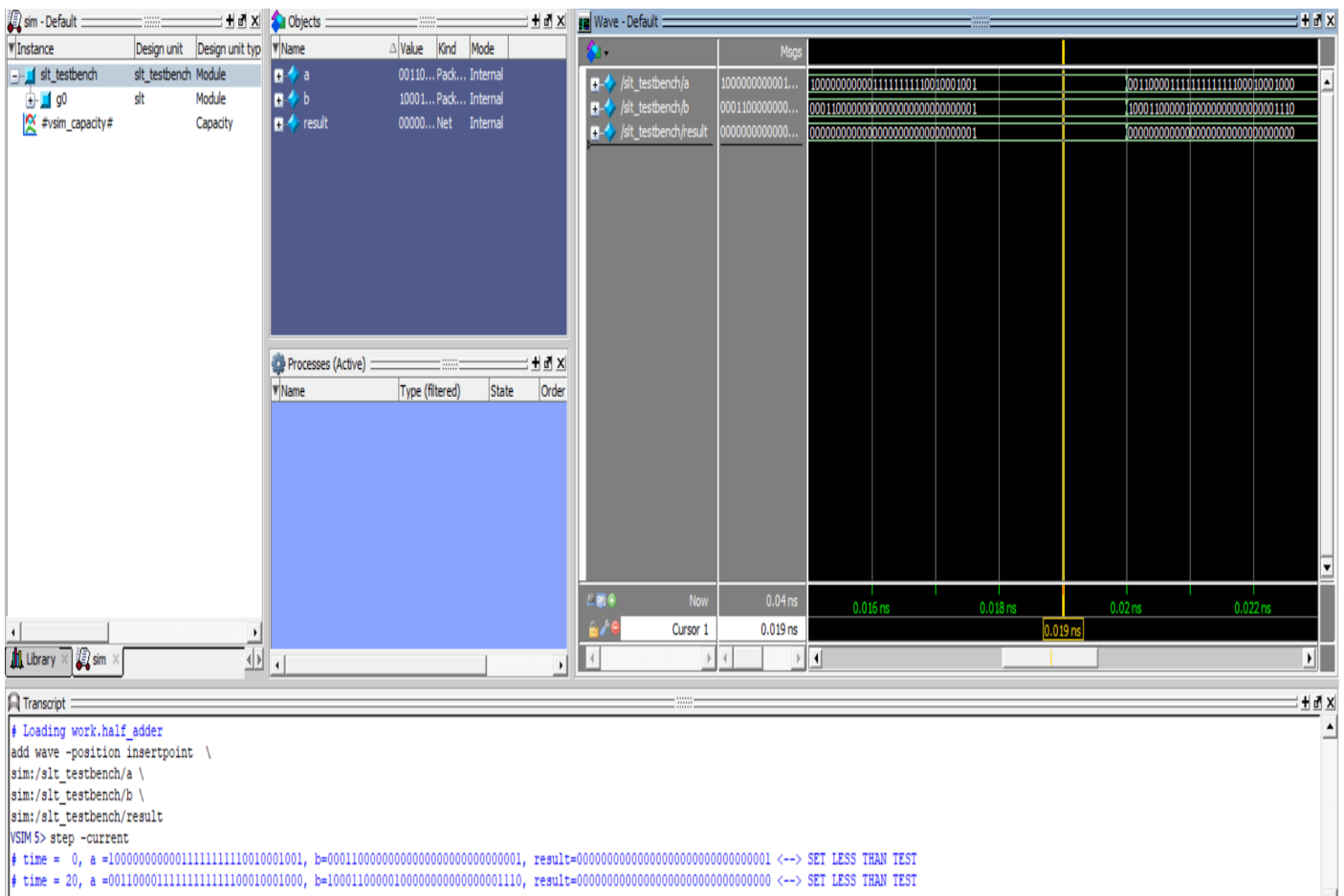
ADD



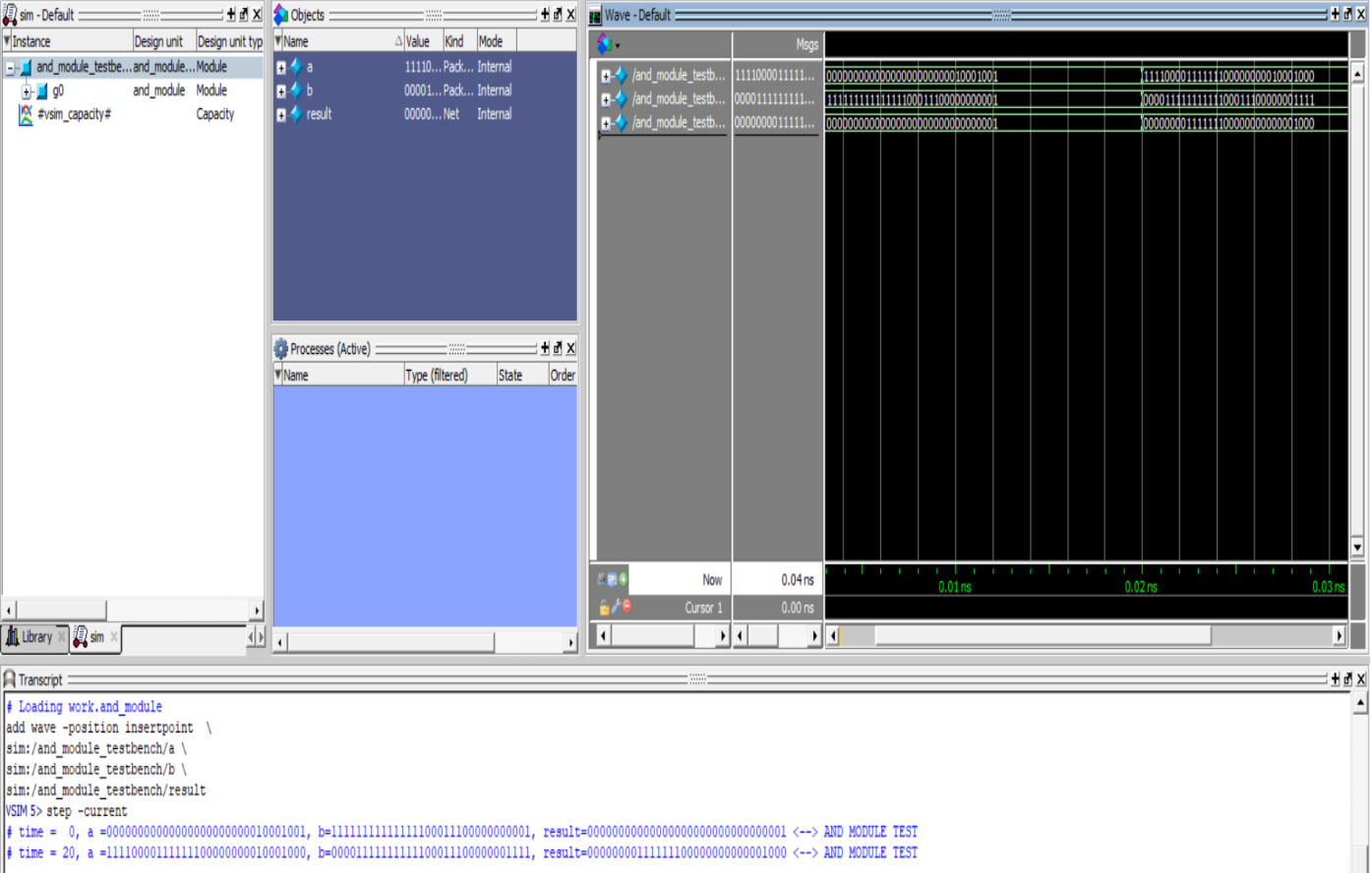
SUB



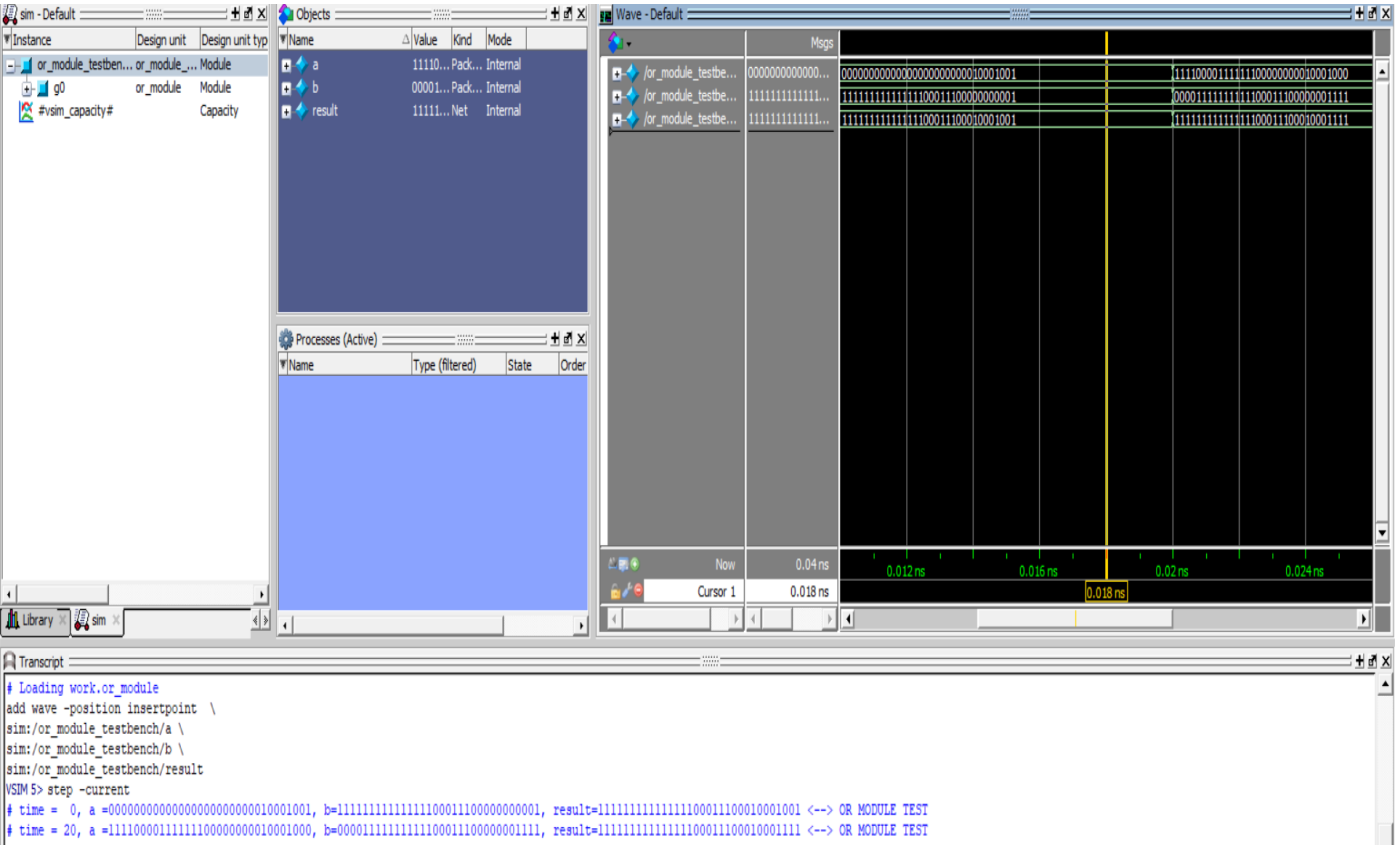
SLT



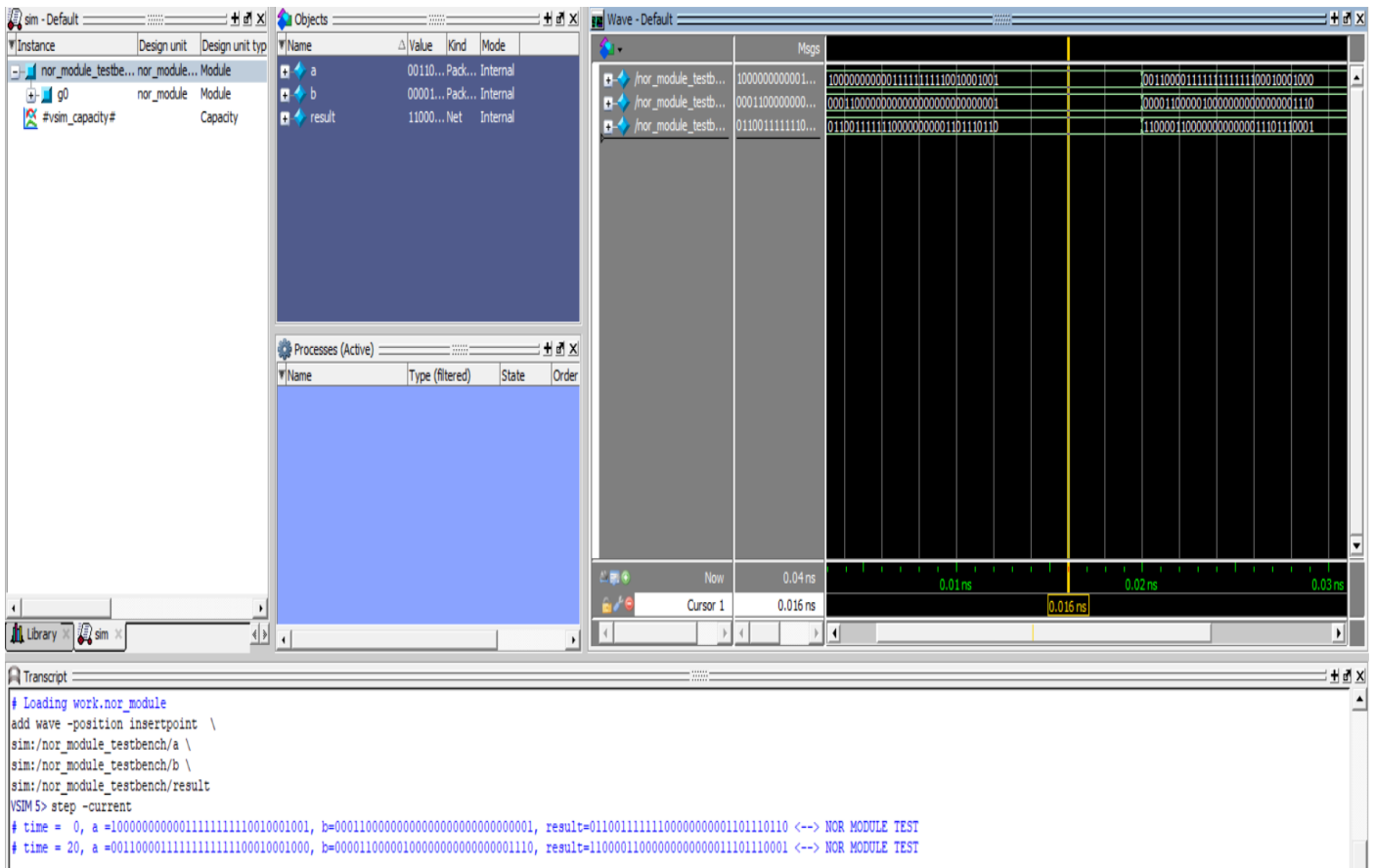
AND



OR



NOR



ALU

