

# **Arithmetic Logic Unit**

**COEN 122 Lab 2** 



# **Grading**

• Lab 1-4 (10% each) 40%

• Final Project 60%



### **Late Policy**

 Late submissions submitted within 24 hours after the deadline receive 50% credit. After 24 hours, no credit is given.



#### Demo

- Labs submitted with no demo will receive no credit. Please demo to me before the lab is due.
- You can demo in either TAs Office Hours



#### Lab 2 Overview

- Objective: Implement a 32-bit ALU in Verilog using Vivado with a gate level implementation
- For the first 4 labs, you will be working individually, but will be working in teams for the project

Helpful website: <a href="http://www.asic-world.com/verilog/veritut.html">http://www.asic-world.com/verilog/veritut.html</a>



### **Design Flow**

- Write code for logic block (e.g. 1-bit adder, full adder, 2-1 mux, 3-1 mux, 2s complement generator, selector)
- Write test bench to verify proper function of logic block
- Run Synthesis
- Run Simulation
- View waveform, verify results

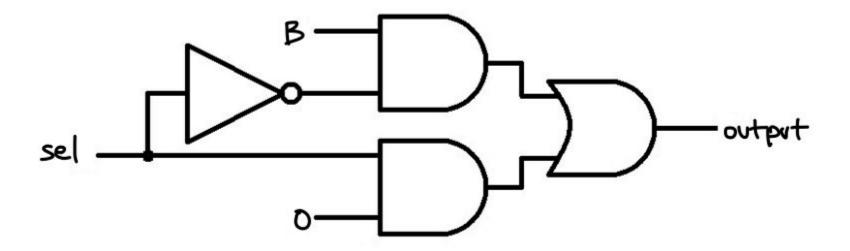


#### 6 Modules to Build

- ALU
- 2:1 Mux
- 3:1 Mux
- 2's Complement Generator
- 1 Bit Adder
- Full Adder

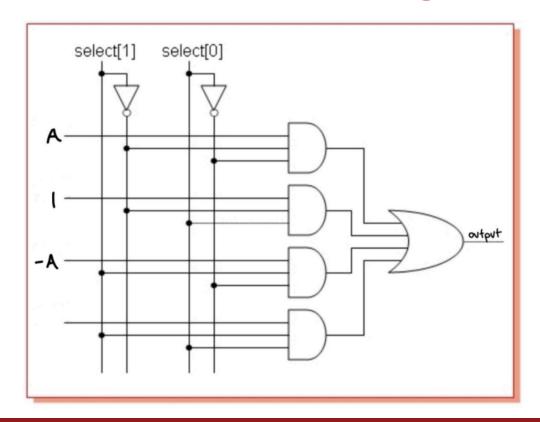


### 2:1 Mux Circuit Diagram



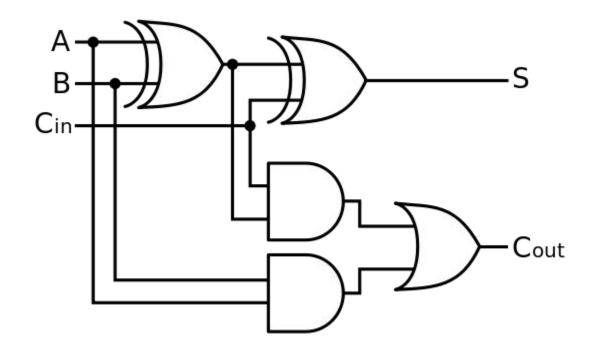


## 3:1 Mux Circuit Diagram



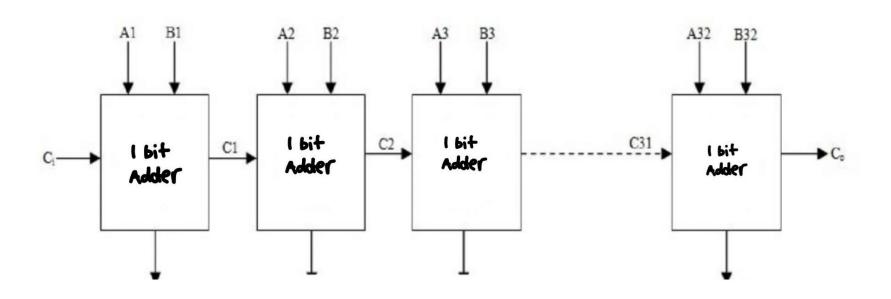


### 1 Bit Adder Circuit Diagram



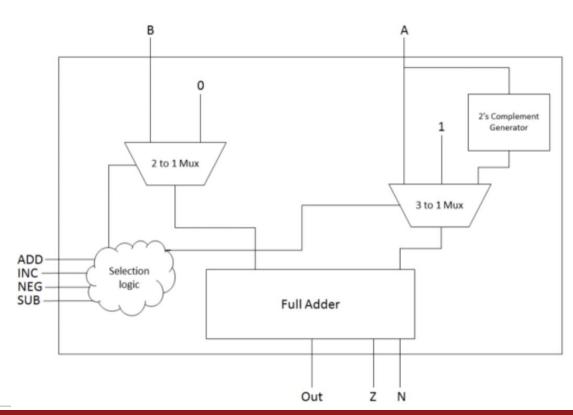


#### **Ripple Carry Full Adder Circuit Diagram**





# **ALU Diagram**





### **Generating Selects for Each Mux**

- For 3:1 Mux:
  - not(not\_sub, sub);
  - and(select[0], inc, not\_sub);
  - nor(select[1], add, inc);
- For 2:1 Mux:
  - twoToOne mux\_B(B, neg, outB), where select = neg



#### **Module Definitions**

- module ALU(A,B,add,inc,neg,sub,out,Z,N);
- module twoToOne(B,sel,out);
- module oneBitAdder(A, B, cin, cout, out);
- module fullAdder(A, B, cout, sum);
- module negate(A, out);
- module threeToOne(A, negA, sel, out);



#### **ALU Truth Table**

ADD	INC	NEG	SUB	OUT	Operation
1	0	0	0	B + A	Add
0	1	0	0	B + 1	Increment
0	0	1	0	-A	2's complement
0	0	0	1	B - A	Subtract
1	1	1	1	Α	Pass A



#### **Notes**

- NEGATE operator should return 2's complement, so just flipping the bits won't be sufficient (need to add 1 to the resulting value)
- For SUBTRACT, remember to add the 2's complement of A
- Test Cases:
  - Add
  - Increment
  - Negate
  - Subtract
  - Pass



#### **Submission**

- All ALU files as txt files
- ALU\_testbench file as a txt file
- Screenshot of waveform