

### **COMPUTER ARCHITECTURE LAB MANUAL (PCC-CS492)**

**EXPT NO.: 11** 

#### **DESIGN A 4-BIT ALU**

#### AIM:

To design and simulate a 4-bit ALU.

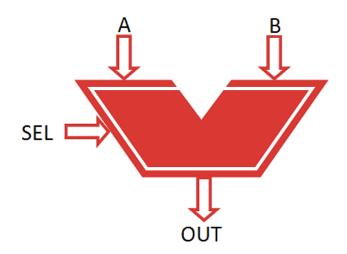
#### 4-BIT ALU:

Arithmetic logic unit is that part of the computer which performs the different logic operations and arithmetic operations like addition, subtraction, multiplication and division. It is the high-speed digital circuit that solves calculations and does comparisons.

#### **Functions of ALU:**

- → Almost all the actions are done by it. It gets its data from a certain computer memory called Processor Register. After the data gets processed, its results get stored in output registers of the ALU.
- ♣ The arithmetic logic unit can perform integer arithmetic operations like addition, subtraction etc.
- It can also perform bitwise logical operations like AND, OR, XOR etc.
- ♣ The arithmetic logic unit performs bit shifting operations like rotating or shifting a certain word to either the left or the right by a given number of bits. These can also be represented as divisions by 2 and also multiplications by 2. These are the simple operations carried out by the ALU. An ALU can be designed by using 8x1 multiplexer. By the three functions select inputs S₀, S₁, S₂ distinct arithmetic or logical operations can be performed.

#### The block diagram of an ALU is shown below:



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### **FUNCTION TABLE FOR ALU:**

SELECT LINES				TVDF OF ODERATION	
$S_2$	$S_1$	$S_0$	OPERATION PERFORMED	TYPE OF OPERATION	
0	0	0	A + B		
0	0	1	A - B	ARITHEMATIC	
0	1	0	A + 1		
0	1	1	A – 1		
1	0	0	A AND B		
1	0	1	A OR B	LOCICAL	
1	1	0	NOT A	LOGICAL	
1	1	1	A XOR B		

## The i/o ports needed for the formation of 4-Bit ALU is given below:

Port Name	INPUT/OUTPUT	Bus
A	In	4-Bit Bus (3 downto 0)
В	In	4-Bit Bus (3 downto 0)
Select	In	3-Bit Bus (2 downto 0)
ALU_Out	Out	4-Bit Bus (3 downto 0)

• NB: Use temporary variable where ever necessary.

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