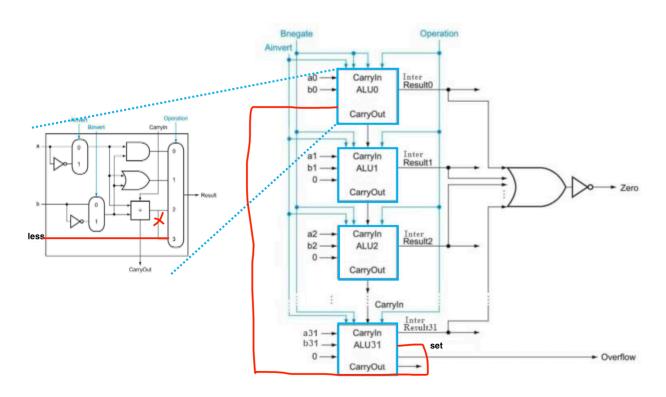
Computer Organization

Architecture diagram:



Detailed description of the implementation:

1.ALU_1bit:

```
/* Write your code HERE */
xor gl(templ, srcl, Ainvert);
xor g2(temp2, src2, Binvert);
always@(*)begin
   case (operation)
      2'b00:
         result = (templ & temp2);
         result = (templ | temp2);
      2'bl0:begin
         result = temp1^temp2^Cin;
         cout = ((temp1^temp2)&Cin) | (temp1&temp2);
      end
      2'bll:begin
         result = less;
         cout = ((temp1^temp2)&Cin) | (temp1&temp2);
      end
   endcase
end
endmodule
```

用xor, 先將ainvert, binvert做轉換

依據operation:

00做and, 01做or, 10做加法, 11就把less值給result

2.alu.v:

```
wire ainvert;
wire binvert;
wire [1:0] oper;
wire [31:0] R;
wire [31:0] c;
wire set;
assign set = (src1[31])^(~src2[31])^(c[30]);
assign ainvert = ALU control[3];
assign binvert = ALU control[2];
assign oper = ALU control[1:0];
ALU lbit alu0(
   .srcl(srcl[0]),
   .src2(src2[0]),
   .Ainvert (ainvert),
   .Binvert (binvert),
   .Cin(binvert),
   .operation(oper),
   .less(set),
   .result(R[0]),
   .cout(c[0])
);
```

set是用來判斷a是否小於b(利用加法邏輯式判斷) 把ALU_control拆成ainvert, binvert, 和operation

```
genvar i;
generate
   for(i=1; i<32; i=i+1)begin
      ALU lbit
         .srcl(srcl[i]),
         .src2(src2[i]),
         .Ainvert (ainvert),
         .Binvert (binvert),
         .Cin(c[i-1]),
         .operation(oper),
         .less(1'b0),
         .result(R[i]),
         .cout(c[i])
      );
   end
endgenerate
always@(*)begin
   if(rst n == 1'bl)begin
      result= R;
      zero = ~(|result);
      cout = c[31];
   end
end
endmodule
```

分別把src1, src2, ainvert, binvert, operation輸入之前寫好的alu_1bit, 由於compiler的問題, 先將所有輸出存在其他地方,等下再處理 alu0和alu1~alu31的輸入不太一樣, ex:less, cin, 所以另外寫 下面的always部分, 會判斷rst_n是不是1, 如果是的話才執行 最後將暫存的值接回output

Implementation results:

Problems encountered and solutions:

- 1.第一個問題是不知道是否要宣告32個ALU_1bits, 因為嘗試過並不能直接用for迴圈,後來上網查才知道有generate用法
- 2.第二個問題是關於less,一直在想如何能透過always的方法改變alu0的less,後來決定不管always,只要cout[30]一改動, alu0的less就會變,這樣就解決問題了, code也比較簡單

Lesson learnt (if any):

verilog(之前幾乎不會)

Comment: