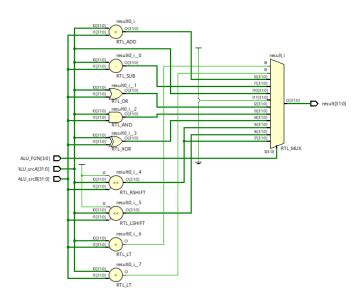
CPE 233 HW 4

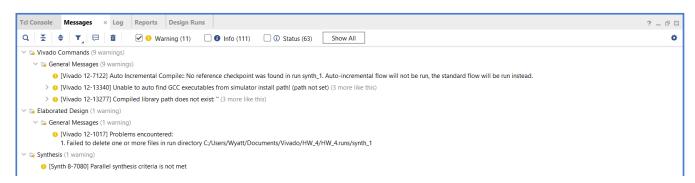
Wyatt Tack

1. Behavior Description: The ALU (short for arithmetic logic unit) is the actual operator of the OTTER MCU, in which it performs each of the mathematical, logical, and manipulations to the data stored in the REG_FILE. The design is a combinational circuit that runs each of the 11 operations in parallel and uses a large multiplexor to select which one is to be outputted as the answer. So, all operations possible are performed on the 2 inputs, but the function selector determines which one is actually outputted.

2. Structural Design:



3. Synthesis Warnings Listing:



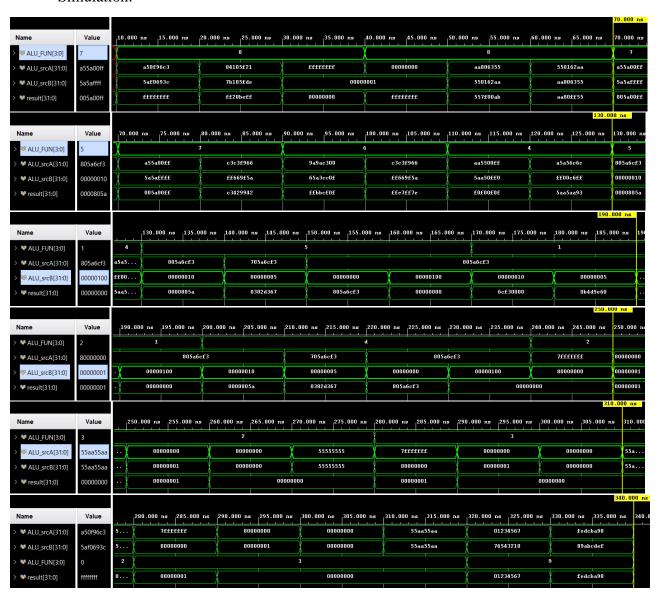
4. Verification:

a. Table:

F	ALU_FUN	Argur	ments	Expected	
Function		A B		Result (hex)	
ADD	0000	0xA50F96C3	0x5AF0693C	FFFFFFF	
	0000	0x84105F21	0x7B105FDE	FF20BEFF	
	0000	0xfffffff	0x0000001	0000000	
SUB	1000	0x00000000	0x0000001	FFFFFFF	
	1000	0xAA806355	0x550162AA	557F00AB	
	1000	0x550162AA	0xAA806355	AA80FF55	
AND	0111	0xA55A00FF	0x5A5AFFFF	005A00FF	
	0111	0xC3C3F966	0xFF669F5A	C3429942	
OR	0110	0x9A9AC300	0x65A3CC0F	FFBBCF0F	
	0110	0xC3C3F966	0xFF669F5A	FFE7FF7E	
XOR	0100	0xAA5500FF	0x5AA50FF0	F0F00F0F	
	0100	0xA5A56C6C	0xFF00C6FF	5AA5AA93	
SRL	0101	0x805A6CF3	0x0000010	0000805A	
	0101	0x705A6CF3	0x0000005	0382D367	
	0101	0x805A6CF3	0x00000000	805A6CF3	
	0101	0x805A6CF3	0x00000100	0000000	
SLL	0001	0x805A6CF3	0x0000010	6CF30000	
	0001	0x805A6CF3	0x0000005	0B4D9E60	
	0001	0x805A6CF3	0x00000100	0000000	
SRA	1101	1101 0x805A6CF3 0x00000010 0000805A		0000805A	
	1101	0x705A6CF3	0x00000005	0382D367	
	1101	0x805A6CF3	0x00000000	805A6CF3	
	1101	0x805A6CF3	0x00000100	0000000	
SLT	0010	0x7FFFFFF	0x80000000	0000000	
	0010	0x80000000	0x0000001	0000001	
	0010	0x00000000	0x00000000	0000000	
	0010	0x5555555	0x5555555	0000000	

SLTU	0011	0x7FFFFFFF	0x80000000	0000001
	0011	0x80000000	0x0000001	0000000
	0011	0x00000000	0x00000000	0000000
	0011	0x55AA55AA	0x55AA55AA	0000000
LUI COPY	1001	0x01234567	0x76543210	01234567
	1001	0xFEDCBA98	0x89ABCDEF	FEDCBA98

Simulation:



5. System Verilog Source Code:

For ALU:

```
`timescale 1ns / 1ps
// Company: Cal Poly SLO
// Engineer: Wyatt Tack
// Create Date: 01/24/2024
// Design Name: ALU
// Project Name: OTTER MCU
// Target Devices: Basys 3 Board
// Description: Arithmatic Logic Unit, processes functions
                on OTTER MCU
module ALU(
input [31:0] ALU srcA, //Only 2 inputs, a select for the
input [31:0] ALU srcB, //operation, and the output
input [3:0] ALU FUN,
output logic [31:0] result
);
always_comb
begin
                 //combinational multiplexor of logic circuits
case (ALU FUN)
               //case statement outputs data to result
   4'b0000: result = ALU srcA + ALU srcB; //add
    4'b1000: result = ALU srcA - ALU srcB; //sub
    4'b0110: result = ALU srcA | ALU srcB; //or
    4'b0111: result = ALU srcA & ALU srcB; //and
    4'b0100: result = ALU srcA ^ ALU srcB; //xor
    4'b0101: result = ALU srcA >> ALU srcB; //SRL
    4'b0001: result = ALU srcA << ALU srcB; //SLL
    4'b1101: result = ALU srcA >>> ALU srcB; //SRA
    4'b0010: if ($signed(ALU srcA) < $signed(ALU srcB))
                   result = 32'h00000001; //SLT
           else result = 32'h00000000;
    4'b0011: if(ALU srcA < ALU srcB)
                    result = 32'h00000001; //SLTU
           else result = 32'h00000000;
    4'b1001: result = ALU srcA; //LUI-copy
    default: result = 32'hafafbcbc;
endcase
and
endmodule
```

For ALU Simulation Test Bench:

```
Engineer: Wyatt Tack
           Create Date: 01/24/2024
Design Name: ALU Test Bench
Project Name: OTTER MCU
            Target Devices: Basys 3 Board
Description: Arithmatic Logic Unit, processes functions
       / on OTTER MCU simulation source
module ALU_TB();
logic [31:0] ALU_srcA; //same inputs and outputs as ALU,
logic [31:0] ALU_srcB; //test cases received from CPE 233
logic [3:0] ALU_FUN; //lab manual
  logic [3:0] result;
ALU UUT (.ALU_srcA(ALU_srcA), .ALU_srcB(ALU_srcB), .ALU_FUN(ALU_FUN), .result(result));
always begin
#10 ALU_FUN = 4'b0000; //add cases
ALU_srcA = 32'hA50F96C3;
ALU_srcB = 32'h5AF0693C;
#10 ALU_srcB = 32'h5AF0693C;
#10 ALU_srcB = 32'h7B105FDE;
#10 ALU_srcA = 32'h7FFFFFFF;
ALU_srcB = 32'h00000001;
#10 ALU_FUN = 4'b1000; //sub cases
ALU_srcA = 32'h00000001;
ALU_srcA = 32'h00000001;
#10 ALU_srcA = 32'h00000001;
#10 ALU_srcA = 32'h00000001;
#10 ALU_srcB = 32'h550162AA;
ALU_srcB = 32'h550162AA;
ALU_srcB = 32'hA806355;
#10 ALU_fUN = 4'b0111; //and cases
  #10 ALU FUN = 4'b0111; //and
ALU FUN = 4'b0111; //and
ALU srcA = 32'hA55A00FF;
ALU srcB = 32'h5A5AFFFF;
#10 ALU srcA = 32'h5363FFF6;
ALU srcB = 32'hF669F5A;
 ALU srcB = 32'nrrbbbroa;

#10 ALU_FUN = 4'b0110; //or c

ALU_srcA = 32'h9A9AC300;

ALU srcB = 32'h65A3CCOF;

#10 ALU_srcB = 32'h67C3P966;

ALU_srcB = 32'hFF669F5A;

#10 ALU_FUN = 4'b0100; //xor
                 ALU_srcA = 32'hAA5500FF;
 #10 ALU_srcA = 32'h5AA50FF0;
#10 ALU_srcA = 32'hA5A56C6C;
ALU_srcB = 32'hFF00C6FF;
  #10 ALU FUN = 4'b0101; //srl cases
  ALU_srcA = 32'h805A6CF3;
ALU_srcB = 32'h00000010;
#10 ALU_srcA = 32'h705A6CF3;
#10 ALU_srcA = 32'h705A6CF3;

ALU_srcB = 32'h00000005;

#10 ALU_srcB = 32'h00000000;

#10 ALU_srcB = 32'h005A6CF3;

ALU_srcB = 32'h005A6CF3;

ALU_srcB = 32'h00000100;

#10 ALU_FUN = 4'b0001; //sll

ALU_srcA = 32'h805A6CF3;

ALU_srcB = 32'h00000010;

#10 ALU_srcA = 32'h805A6CF3;

ALU_srcB = 32'h000000005;

#10 ALU_srcB = 32'h005A6CF3;

ALU_srcB = 32'h005A6CF3;

ALU_srcB = 32'h000000005;

#10 ALU_srcA = 32'h805A6CF3;

ALU_srcB = 32'h00000100;
#10 ALU_FUN = 4'b1101; //sra cases
    ALU_srcA = 32'h805A6CF3;
    ALU_srcB = 32'h00000010;
#10 ALU_srcB = 32'h00000005;
#10 ALU_srcB = 32'h00000005;
#10 ALU_srcB = 32'h00000000;
#10 ALU_srcB = 32'h00000000;
#10 ALU_srcB = 32'h00000100;
#10 ALU_srcB = 32'h00000100;
#10 ALU_srcB = 32'h00000100;
#10 ALU_srcB = 32'h00000100;
#10 ALU_srcB = 32'h80000000;
#10 ALU_srcB = 32'h80000000;
#10 ALU_srcB = 32'h800000000;
#10 ALU_srcB = 32'h00000001;
  #10 ALU FUN = 4'b1101: //sra
#10 ALU srcA = 32'h80000000;

ALU srcB = 32'h80000000;

ALU srcB = 32'h00000001;

#10 ALU srcA = 32'h00000000;

ALU srcB = 32'h00000000;

#10 ALU srcA = 32'h55555555;

ALU srcA = 32'h55555555;

#10 ALU FUN = 4'b5011; //sltu cases

ALU_srcA = 32'h7FFFFFFF;

ALU_srcA = 32'h80000000;

#10 ALU srcA = 32'h80000000;

#10 ALU srcA = 32'h00000000;

#10 ALU_srcB = 32'h00000000;

#10 ALU_srcB = 32'h00000000;

#10 ALU_srcB = 32'h55AA55AA;

ALU_srcA = 32'h55AA55AA;

ALU_srcA = 32'h55AA55AA;

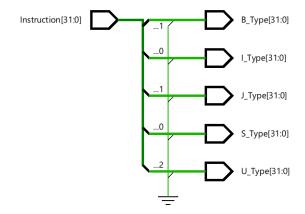
#10 ALU_FUN = 4'b1001; //lui-copy cases

ALU_srcA = 32'h01234567;
  ALU_srcA = 32'h01234567;
ALU_srcB = 32'h76543210;
#10 ALU_srcA = 32'hFEDCBA98;
ALU_srcB = 32'h89ABCDEF;
   end
  endmodule
```

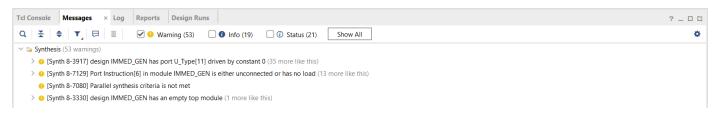
Part 2:

1. Behavior Description: The immediate generator (IMMED_GEN) is used to take in the machine code, and for each type of code that the machine code could be produce an immediate for it. There are 5 different types of immediate, so the Immediate generator produces them all in parallel, and through the other parts of the machine code help select which of those immediate are actually meant to be used. Each different type of machine code lays out the immediate values differently in its set of binary instruction values, so concatenation is used in the IMMED_GEN to untangle the bits into the organized way they should be.

2. Structural Design:



3. Synthesis Warnings Listing:



4. Verification:

a. Assembly code used to create machine code with immediates:

```
lui x6, 0x1a
                                     #U-Type
              addi x6, x7, 0x2b
                                    #I-Type
              sw x6, 0x3c(x7)
                                     #S-Type
              jal x6, EIGHT
                                     #J-Type
              beq x6, x7, TWELVE
                                     #B-Type
EIGHT:
              nop
                      #last sets of nop used to
              nop
                      #set labels for j and b
TWELVE:
              nop
```

b. Test Case Table:

Test Case Input	Test Case Output	Test Case Reasoning			
0001a337 lui x6 , 0x1a	U-Type = 0001a000	Tests U-Type command LUI			
02b38313 addi x6 , x7 , 0x2b	I-Type = 0000002b	Tests I-Type command ADDI			
0263ae23 sw x6, 0x3c(x7)	S-Type = 0000003c	Tests S-Type command SW			
0080036f jal x6, EIGHT	J-Type = 00000008	Tests J-Type command JAL			
00730663 beq x6, x7, TWELVE	B-Type = 0000000c	Tests B-Type command BEQ			

c. Simulation:

Name	Value	0.000 ns	10.000 ns	20.000 ns	30.000 ns	40.000 ns	50.000 ns
> W Instruction[31:0]	0001a337	XXXXXXXX	0001a337	02ь38313	0263ae23	0080036£	00730663
> W U_Type[31:0]	0001a000	xxxxx000	0001a000	02ъ38000	0263a000	00800000	00730000
> № I_Type[31:0]	00000000	xxxxxxxx	00000000	0000002ъ	00000026	00000008	00000007
> 5 S_Type[31:0]	00000006	xxxxxxxx	00000006	00000026	0000003c	00000006	0000000c
> 💆 J_Type[31:0]	0001a000	xxxxxxxx	0001a000	0003882a	0003a026	00000008	00030806
> W B_Type[31:0]	00000006	xxxxxxxx	00000006	00000026	0000003c	00000006	0000000c

5. System Verilog Source Code:

a. IMMED_GEN:

```
`timescale 1ns / 1ps
// Company: Cal Poly SLO
// Engineer: Wyatt Tack
//
// Create Date: 01/24/2024
// Design Name: IMMED GEN
// Project Name: OTTER MCU
// Target Devices: Basys 3 Board
// Description: Generates Immediate numbers needed from
                different instruction types in assembly
//
module IMMED GEN (
input [31:0] Instruction, //full machine code
output [31:0] U Type, I Type, S Type, J Type, B Type
    ); //5 assignments of concatination for different types
assign U Type = {Instruction[31:12], {12{1'b0}}};
assign I Type = {{20{Instruction[31]}}, Instruction[30:20]};
assign S Type = {{20{Instruction[31]}}, Instruction[30:25],
                    Instruction[11:7]};
assign J Type = {{11{Instruction[31]}}, Instruction[19:12],
Instruction[20],
                    Instruction[30:21], 1'b0};
assign B Type = {{19{Instruction[31]}}, Instruction[7],
Instruction[30:25],
                    Instruction[11:8], 1'b0};
endmodule
```

b. IMMED_GEN Simulation Source:

```
`timescale 1ns / 1ps
// Company: Cal Poly SLO
// Engineer: Wyatt Tack
//
// Create Date: 01/24/2024
// Design Name: IMMED GEN TB
// Project Name: OTTER MCU
// Target Devices: Basys 3 Board
// Description: Generates Immediate numbers needed from
               different instruction types in assembly
//
               Simulation Source
module IMMED GEN TB();
logic [31:0] Instruction; //full machine code
logic [31:0] U Type, I Type, S Type, J Type, B Type;
IMMED GEN UUT (.Instruction(Instruction), .U Type(U Type),
               .I Type (I Type), .S Type (S Type),
               .J Type (J Type), .B Type (B Type));
always begin
#10 Instruction = 32'h0001a337; //copied machine code from
#10 Instruction = 32'h02b38313; //RARS and the assembly
#10 Instruction = 32'h0263ae23; //code
#10 Instruction = 32'h0080036f;
#10 Instruction = 32'h00730663;
end
endmodule
```