

System Synthesis and Modeling (CSCE 3953)

Final Project (Step 1)

Zack Fravel

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Code

```
// Zack Fravel
// System Synthesis and Modeling
// Final Project (Step 1)

module final_alu(clk, reset, data_in, regI1en, regI2en,
                regOen, operation, enTriOut, data_out);

// Input/Output Declaration //
input clk; input reset; input[15:0] data_in; input regI1en; input regI2en;
input regOen; input[2:0] operation; input enTriOut; output[15:0] data_out; tri[15:0] data_out;

// Register/Signal Declaration //
reg[15:0] ALUin1;
reg[15:0] ALUin2;
reg[15:0] result;

parameter ADD = 3'b000, SUB = 3'b001, NOT = 3'b010, AND = 3'b011,
          OR = 3'b100, XOR = 3'b101, XNOR = 3'b110;

always@(posedge clk or posedge reset)
begin
    if(reset == 1)
    begin
        ALUin1 <= 16'h0000;
        ALUin2 <= 16'h0000;
        result <= 16'h0000;
    end
    else
    if(regI1en == 1) // Assign input registers
        ALUin1 <= data_in;
    else if(regI2en == 1)
        ALUin2 <= data_in;
    else if(regOen == 1)
    begin
        case(operation) // Perform ALU Operations
            ADD: result <= ALUin1 + ALUin2;
            SUB: result <= ALUin1 - ALUin2;
            NOT: result <= ~ALUin1;
            AND: result <= ALUin1 & ALUin2;
            OR: result <= ALUin1 | ALUin2;
            XOR: result <= ALUin1 ^ ALUin2;
            XNOR: result <= ALUin1 ~^ ALUin2;
        endcase
    end
end

    assign data_out = (enTriOut) ? result:16'hzzzz; // Tri State Buffer on output

endmodule
```

Testbench

```
// Zack Fravel
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`timescale 1ns/1ps
module final_alu_tb;

// Inputs
reg CLK; reg RESET; reg[15:0] BUS_in;
reg R1EN; reg R2EN; reg ROEN;
reg[2:0] OPERATION; reg ENTRIOUT;

// Outputs
wire BUS_out;

// Declare ALU
final_alu test (CLK, RESET, BUS_in, R1EN, R2EN, ROEN, OPERATION, ENTRIOUT);

// Testbench

always #10 CLK = ~CLK;          // 20 ns clock cycle (50 MHz)

initial
begin
    CLK = 0;
    RESET = 0;
    BUS_in = 16'h0000;
    R1EN = 0; R2EN = 0; ROEN = 0;
    OPERATION = 3'b000; ENTRIOUT = 0; // Do nothing
#40;
    BUS_in = 16'h0001;
    R1EN = 1; R2EN = 0; ROEN = 0;
    OPERATION = 3'b000; ENTRIOUT = 0; // Read 1 into reg 1
#20;
    BUS_in = 16'h0001;
    R1EN = 0; R2EN = 1; ROEN = 0;
    OPERATION = 3'b000; ENTRIOUT = 0; // Read 1 into reg 2
#20;
    BUS_in = 16'h1111;
    R1EN = 0; R2EN = 0; ROEN = 1;
    OPERATION = 3'b000; ENTRIOUT = 0; // Add reg 1 and reg 2
#20;
    BUS_in = 16'h1001;
    R1EN = 0; R2EN = 0; ROEN = 0; // also shows that changing data_in doesn't change anything at this stage
    OPERATION = 3'b000; ENTRIOUT = 1; // Output Result
#20;
    BUS_in = 16'h1011;
    R1EN = 1; R2EN = 0; ROEN = 0;
    OPERATION = 3'b000; ENTRIOUT = 0; // read into reg 1
#20;
    BUS_in = 16'h1101;
    R1EN = 0; R2EN = 1; ROEN = 0;
    OPERATION = 3'b001; ENTRIOUT = 0; // read into reg 2
#20;
    BUS_in = 16'h1101;
    R1EN = 0; R2EN = 0; ROEN = 1;
    OPERATION = 3'b001; ENTRIOUT = 0; // SUB
#20;
    BUS_in = 16'h0000;
    R1EN = 0; R2EN = 0; ROEN = 0;
    OPERATION = 3'b001; ENTRIOUT = 1; // Output
#20;
    OPERATION = 3'b010; ENTRIOUT = 0; ROEN = 1; // NOT
#20;
    ENTRIOUT = 1; ROEN = 0; // Output
#20;
    OPERATION = 3'b011; ENTRIOUT = 0; ROEN = 1; // AND
#20;
    ENTRIOUT = 1; ROEN = 0; // Output
#20;
    OPERATION = 3'b100; ENTRIOUT = 0; ROEN = 1; // OR
#20;
    ENTRIOUT = 1; ROEN = 0; // Output
#20;
    OPERATION = 3'b101; ENTRIOUT = 0; ROEN = 1; // XOR
#20;
    ENTRIOUT = 1; ROEN = 0; // Output
#20;
    OPERATION = 3'b110; ENTRIOUT = 0; ROEN = 1; // XNOR
#20;
    ENTRIOUT = 1; ROEN = 0; // Output
#20;
    ENTRIOUT = 0; RESET = 1; // Reset
#20;
    RESET = 0;
end

endmodule
```

Report

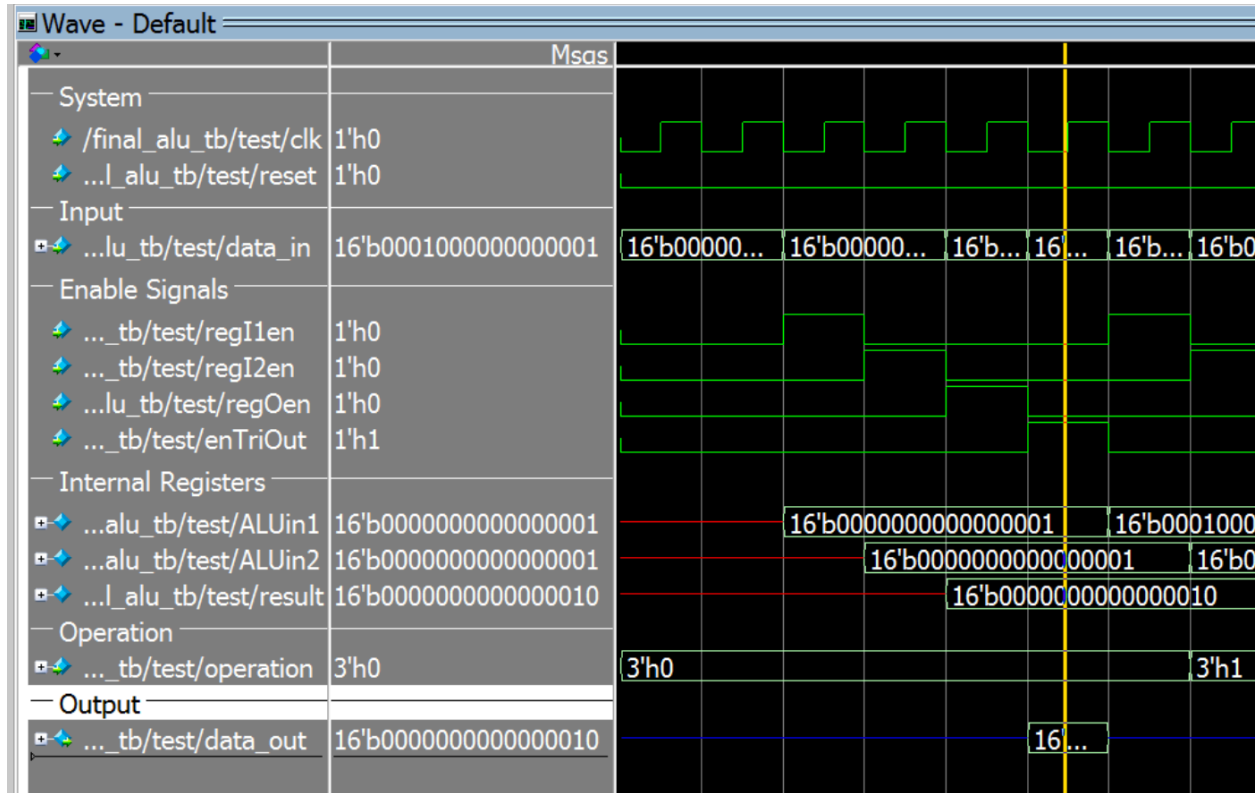
I designed my ALU with 8 inputs and 1 output. The ALU takes in the first operand from the bus, then takes in the second operand from the same bus input, and then calculates the specified operation given by the instruction/testbench and outputs the result to a tri-state buffer. The inputs are as follows: clock, reset, bus_in[15:0], in1En, in2En, outEn, operation[3:0], enTriOut. The only output is bus_out[15:0].

My code is condensed into one always block that is sensitive to the positive edge of the clock and reset. Within this process, I check if reset = 1 and set all three internal registers to 16h'0000. On the else condition, I have another 3 if-else-if statements that check for each of the three internal registers' enable signals. Whenever the output register is enabled, the module checks which operation to output using a case statement on the operation signal. Following the case statement the final line of code of the ALU assigns the output, which is a tri-state buffer, to 16'hzzzz or "disconnected" at all times except for when the tri-enable signal is active the buffer outputs the contents of the "result" register.

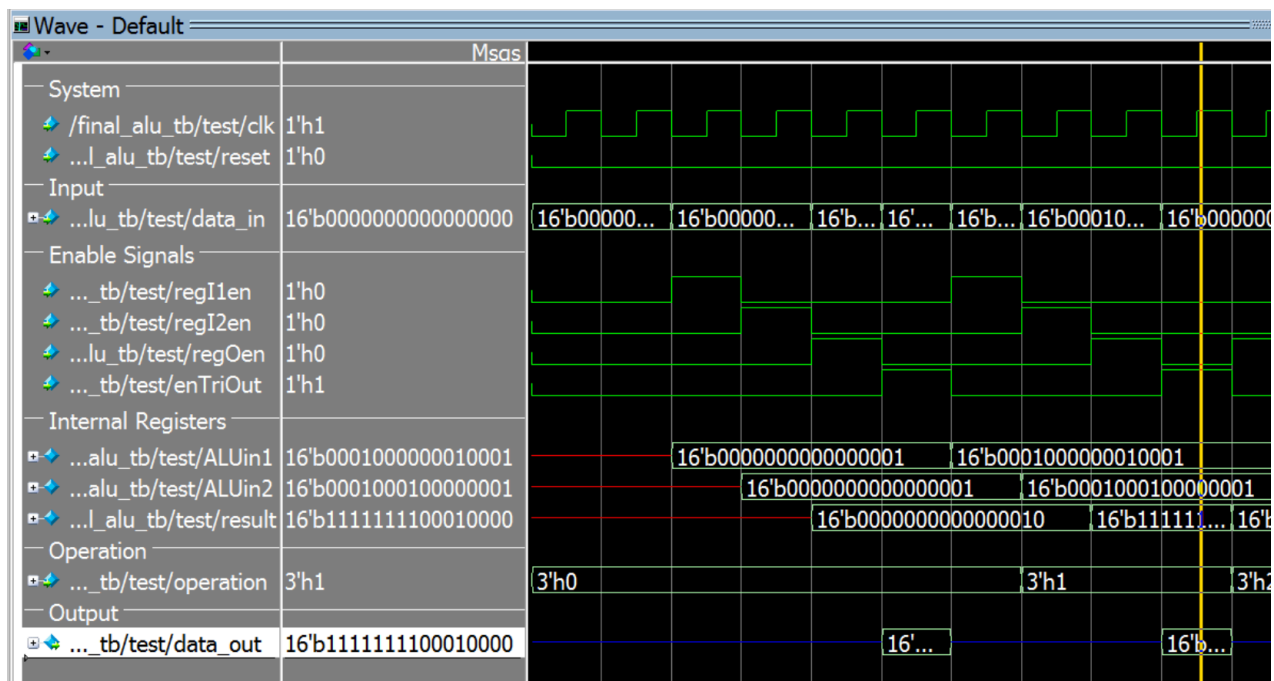
My testbench is designed to show all 7 possible operations. The testbench follows a standard input pattern, as well as shows the ALU handles improper inputs. Whenever I want to perform an operation, I simulate bringing data in for one clock cycle, bring in the other piece of data for another, operate on the third, and set the output on the fourth clock cycle. I change the bus_in a few times during an operation and the ALU correctly ignores the input. Attached to the end are screenshots of the simulation waveform, as well as a screenshot to show the design synthesized correctly and works with gate delay.

Waveforms

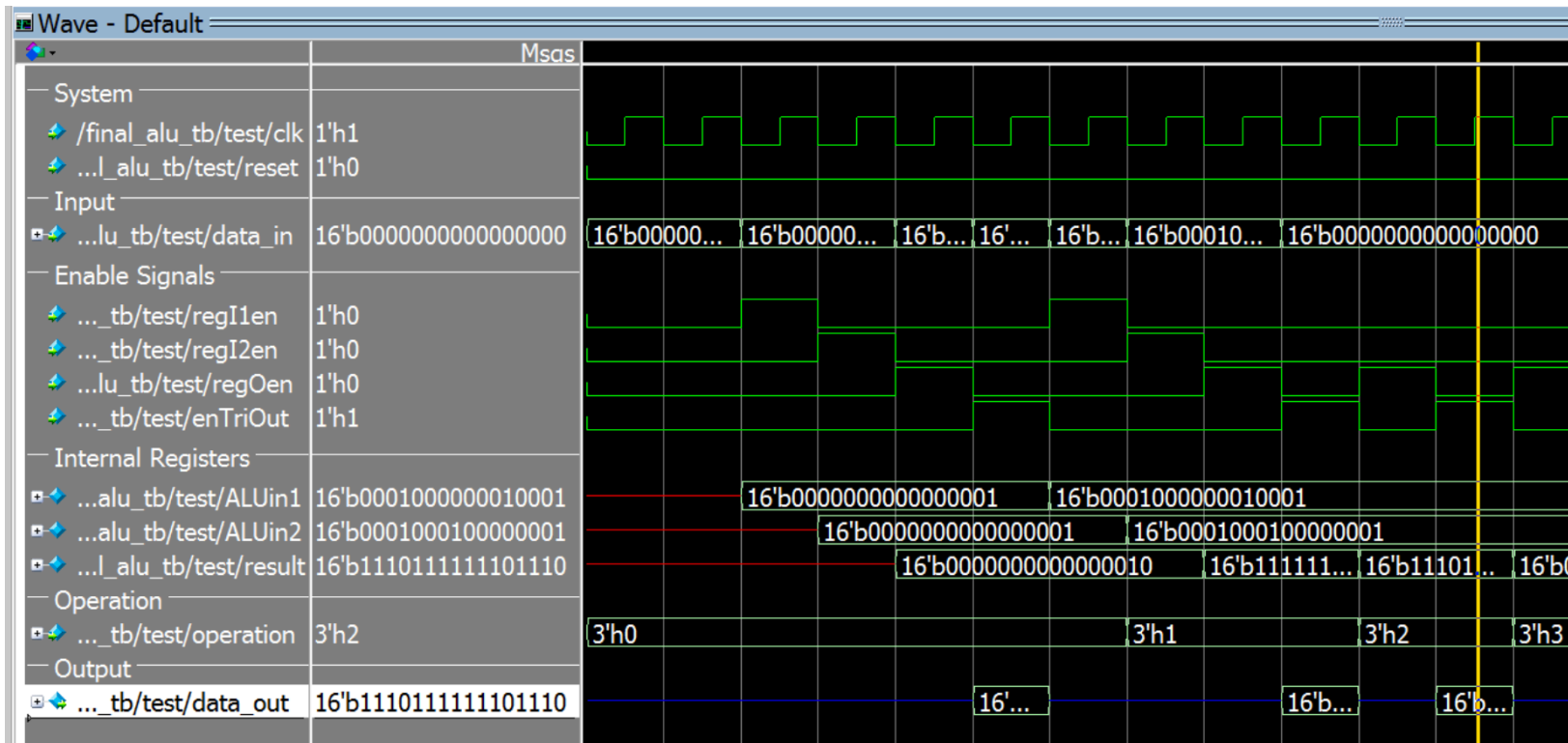
Add



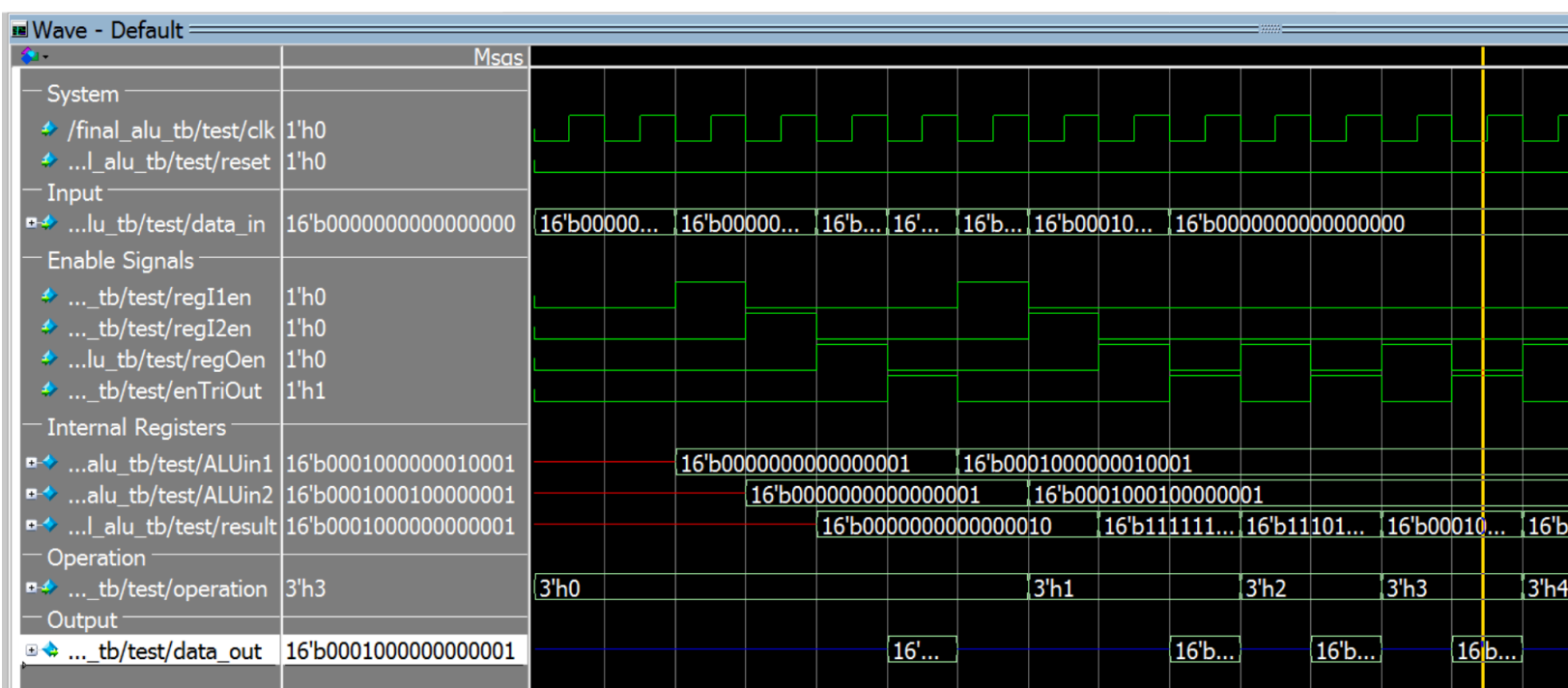
Sub



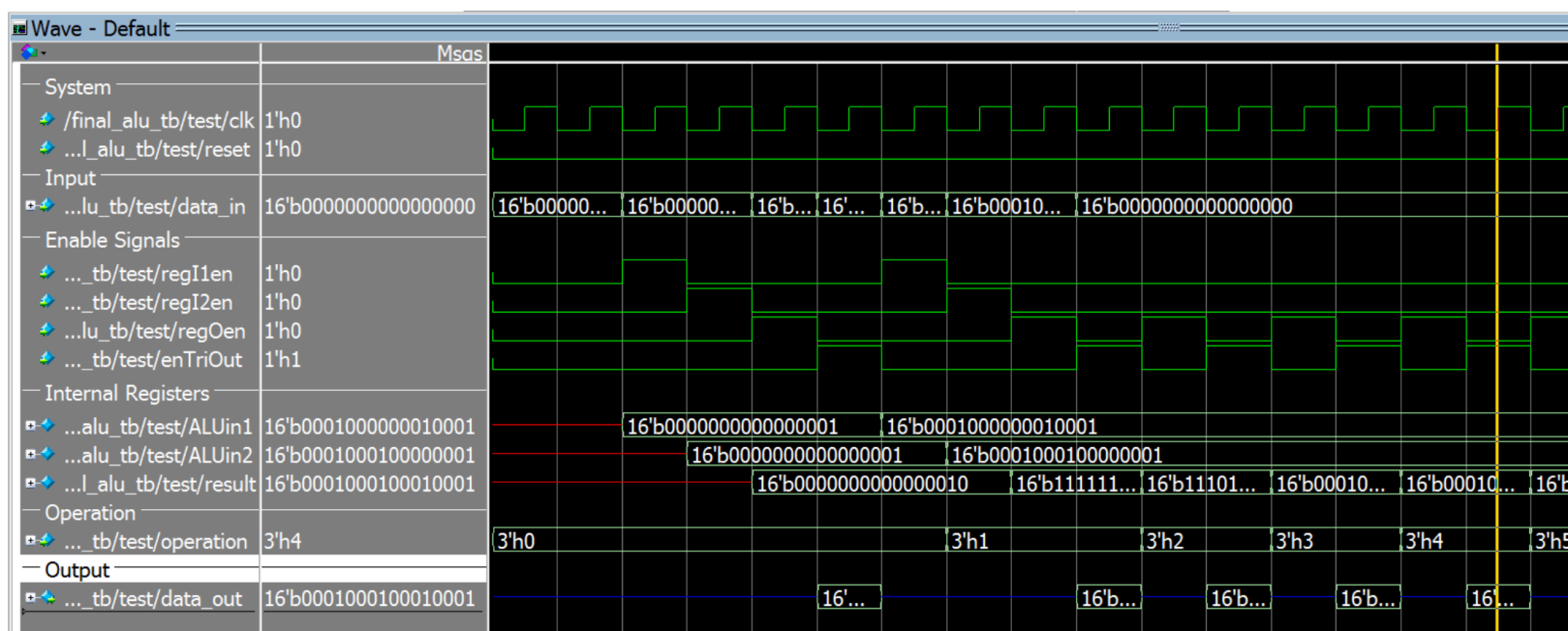
Not



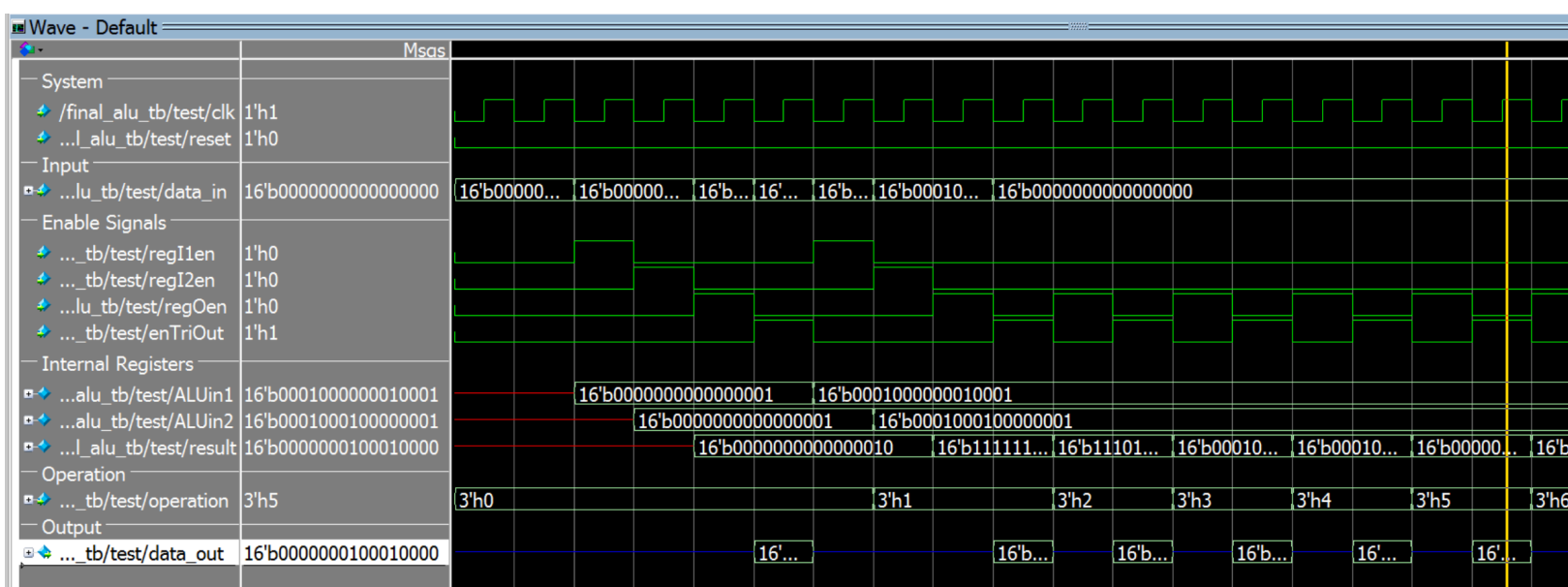
And



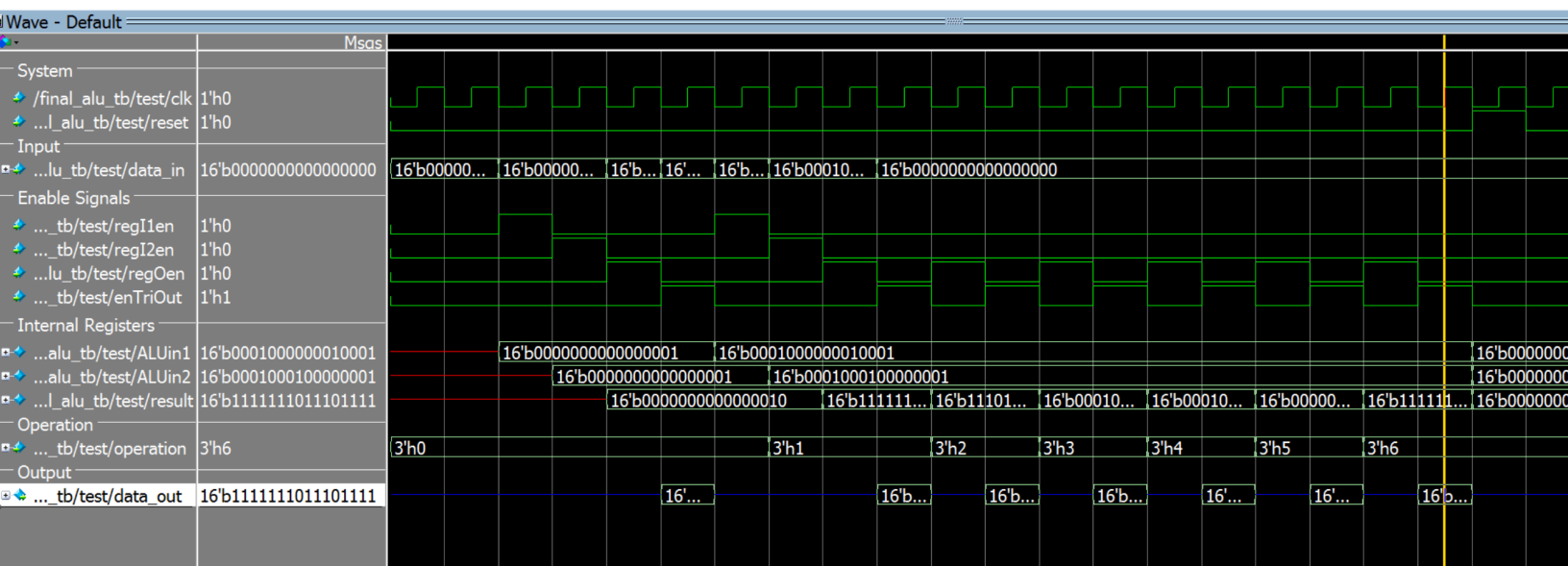
Or



Xor



Xnor/Reset



Gate Delay (only noticeable when tri-state buffer outputs because the rest are inputs)

