

Introduction to Structured VLSI Design

EITF35

LAB 3

Simple ALU

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Introduction

- ❑ **Arithmetic Logic Unit (ALU)** is the fundamental building block of the CPU in a computer.
 - “Heart” of a processor
 - Each processor needs at least one ALU

- ❑ ALU is a digital circuit that performs:
 - Arithmetic operations (Add, Sub, . . .)
 - Logical operations (AND, OR, NOT)



Objective of Lab3

- ❑ Design a simple ALU to perform the following functions for its inputs (i.e. A, B):
 - Addition: $(A + B)$
 - Subtraction: $(A - B)$
 - Modulo 3: $(A \bmod 3)$

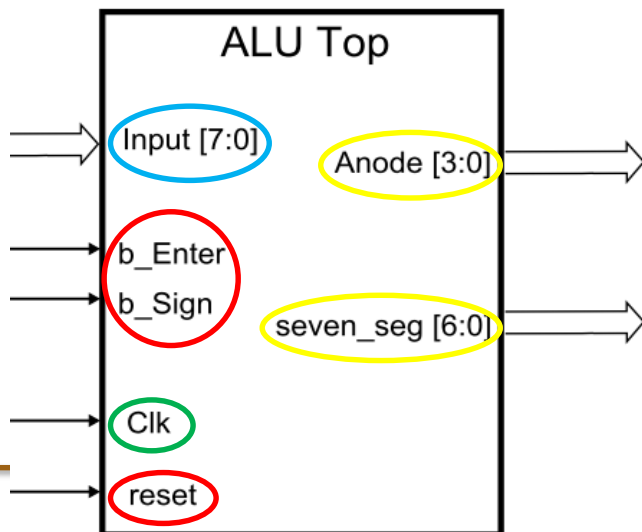
- ❑ It should support:
 - Sign/unsigned operations
 - Overflow detection



Inputs/Outputs of Design

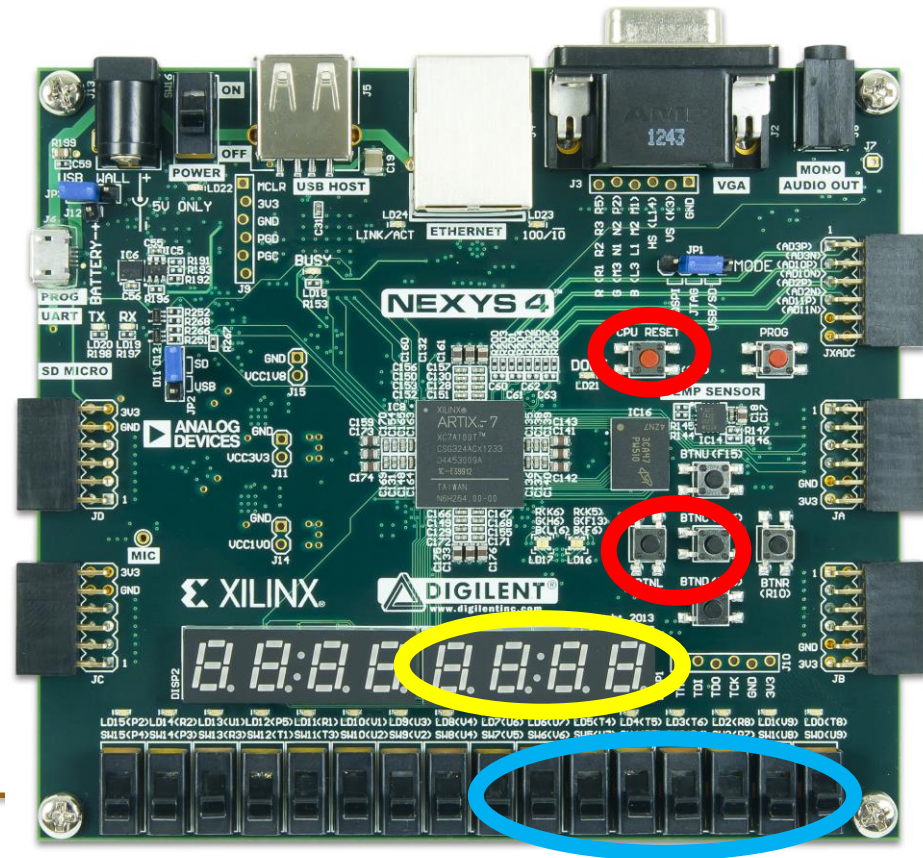
➤ Inputs:

- 8 bits for input operands
DIP Switches (SW7..SW0)
- 3 control signals
Push buttons (BTNL, BTNC, CPU Reset)
- 100 MHz Clock

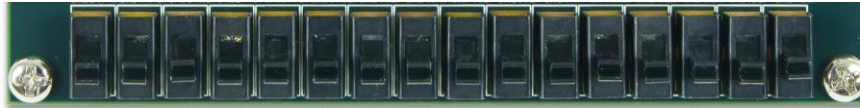
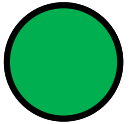


➤ Outputs:

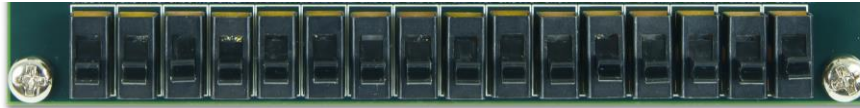
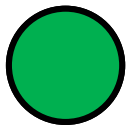
- 7-segment display



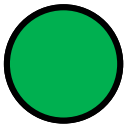
Assignment



Assignment



Assignment



$A + B$



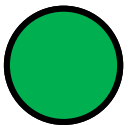
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Assignment



$A + B$

$A - B$



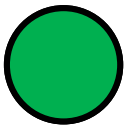
Assignment



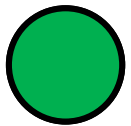
$A + B$

$A - B$

$\text{mod}(A,3)$



Assignment



$A + B$

$A - B$

$\text{mod}(A, 3)$



Assignment

❑ Signed representation for
Negative results

- 008

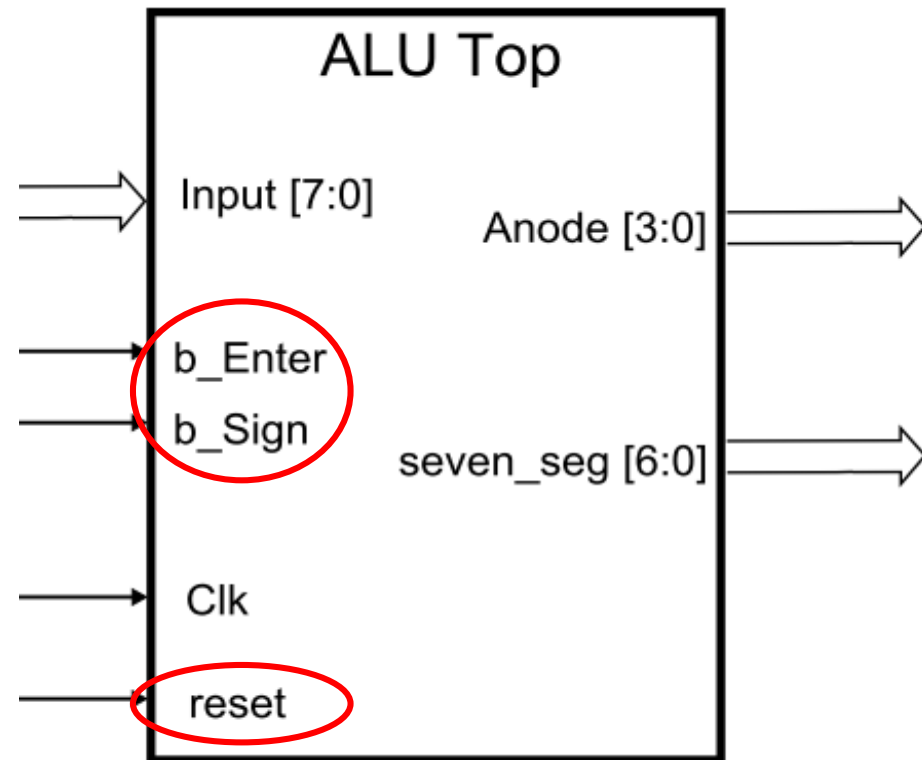
❑ Overflow

F 008



Top Module

- Generate a proper .xdc file based on the I/Os.
- Instantiate the *Debouncer* block in the top design.

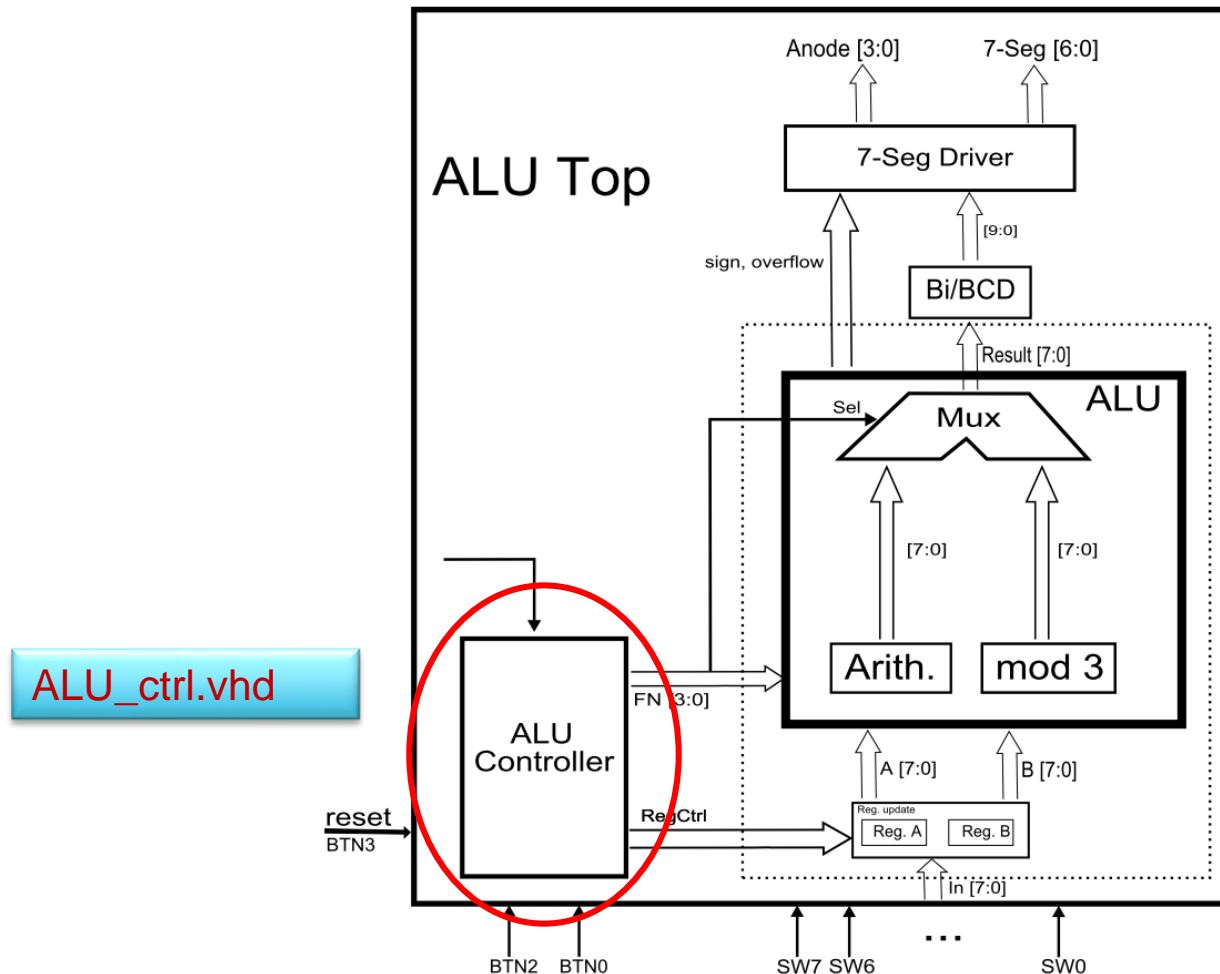


ALU_top.vhd

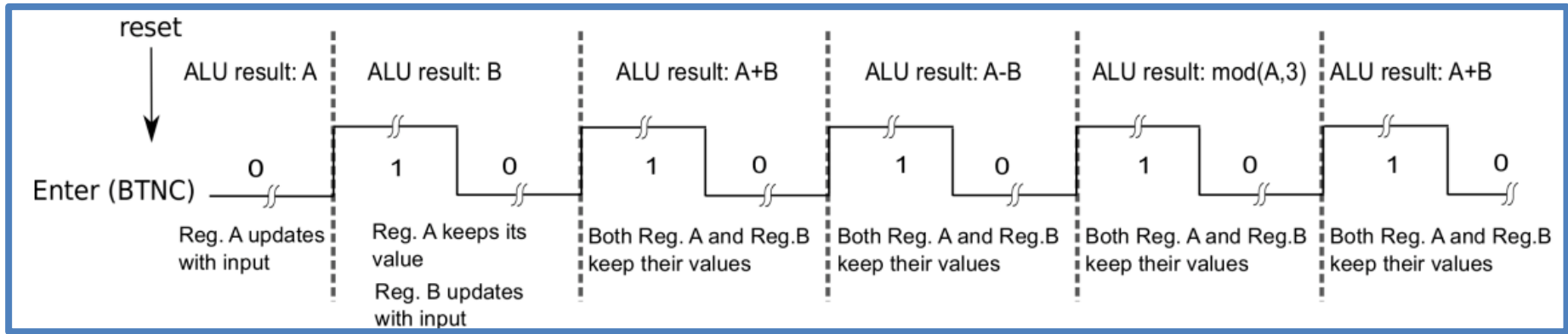


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ALU Architecture



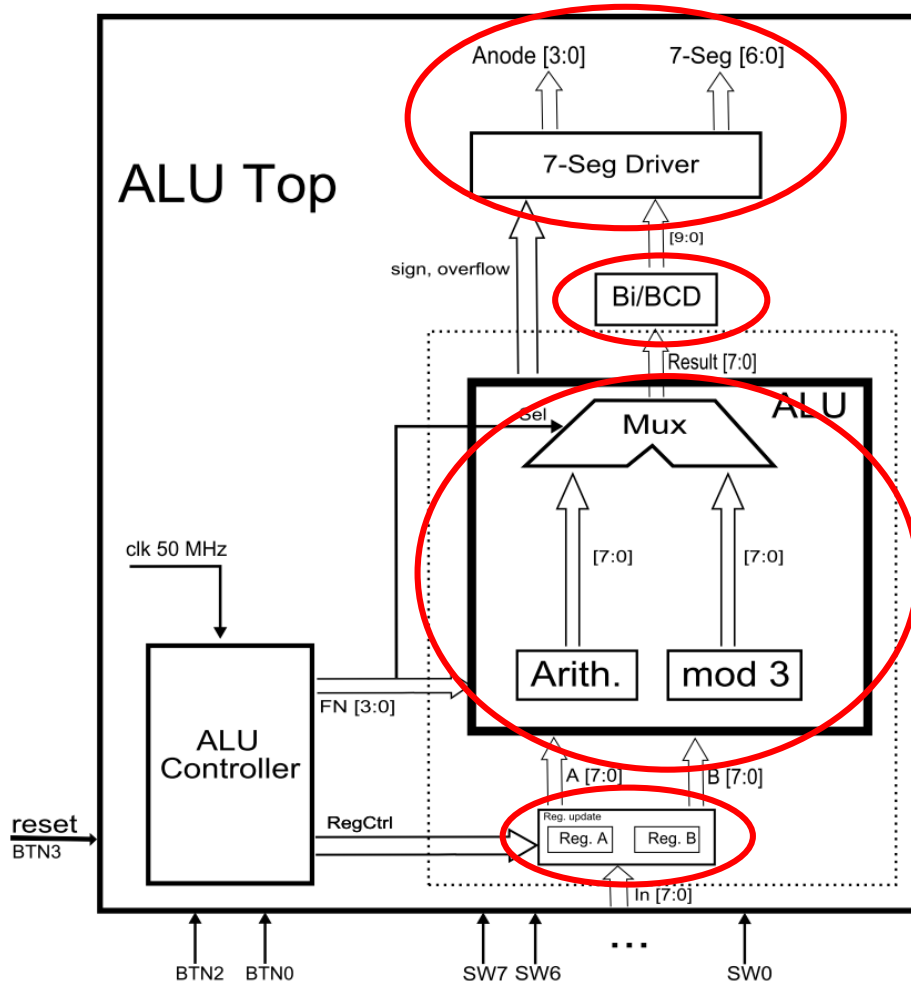
ALU Controller



FN [3 : 0]	Operation
0000	Input A
0001	Input B
0010	Unsigned (A + B)
0011	Unsigned (A - B)
0100	Unsigned (A) mod 3
1010	Signed (A + B)
1011	Signed (A - B)
1100	Signed (A) mod 3



ALU Architecture



Similar Blocks in Lab 2
`7SegDriver.vhd`

`binary2BCD.vhd`

To do Arithmetic Operations
`ALU.vhd`

Separate Seq. & Comb. Logic
`regUpdate.vhd`



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Lab Preparation

- ☐ Read the lab manual carefully to understand all the details.
- ☐ Read the checklist file and prepare the requirements of Lab 3.
- ☐ Read the *Modulo3.pdf* paper to design the modulo 3 operation.
- ☐ Design a hardware-friendly architecture for Binary to BCD conversion.



Some Notes

- Think about each block and its functionality before coding!
- Start early!
- Do the simulation as much as possible for your design and sub blocks.

