

Question-1:

Give a logic level design for calculation of Y

$$Y = 4N^2,$$

where N is a 4-bit unsigned binary number.

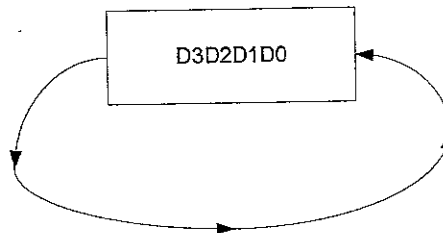
Show this implementation for N=1011. Show the input to each adder clearly. Use "0" when an input is not connected.

Question-2:

Design a minimum delay **14-bit Carry Select Adder**. Give area and delay performance of your adder. Show how you calculated your delay.

Question-3:

- a) Design a barrel shifter to do the roll(rotate left logically) instruction for 4-bits of Data $D = D_3 D_2 D_1 D_0$. Use 4 to 1 MUX for this circuit, for shifts of 0, 1, 2, 3. Show your input, output signals clearly and draw the selection table.



- b) Using distributed shifting(Using 2 to 1 MUXs) design barrel shifter that can shift $D = D_3 D_2 D_1 D_0$ by up to 3 places. Shifts are to the left. Substitute 0 for data shifted.. Mark all input, output and control lines clearly.

$n_3 \ n_2 \ n_1 \ n_0$

$n_3 \ n_2 \ n_1 \ n_0$

$n_3 n_0 \ n_2 n_0 \ n_1 n_0 \ n_0 n_0$

$n_3 n_1 \ n_2 n_1 \ n_1 n_1 \ n_0 n_1$

$n_3 n_2 \ n_2 n_2 \ n_1 n_2 \ n_0 n_2$

$n_3 n_3 \ n_2 n_3 \ n_1 n_3 \ n_0 n_3$

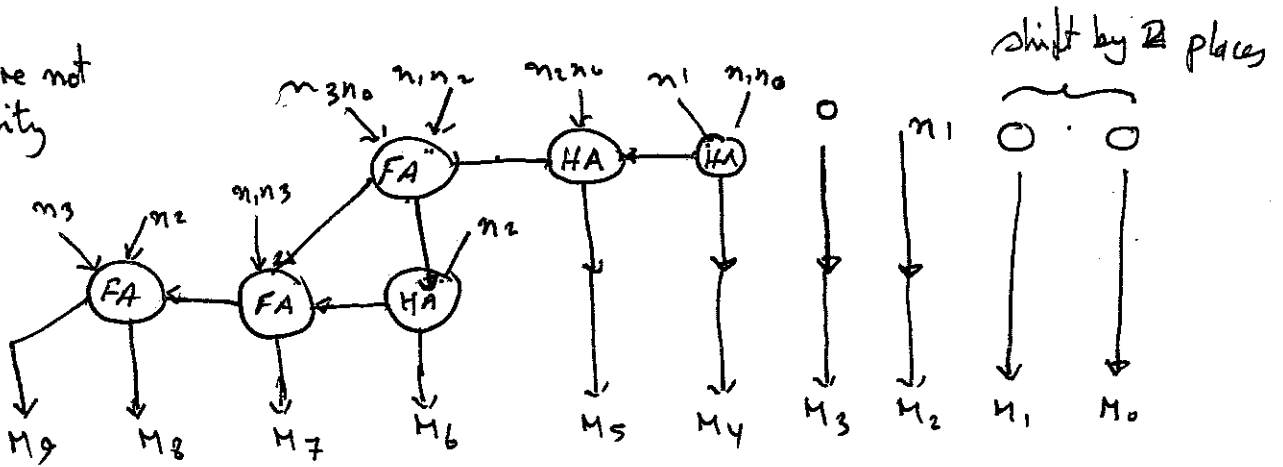
$n_3 n_2 \ n_3 n_1 \ n_3 n_0 \ n_2 n_0 \ n_1 n_0 \ 0 \ n_0$
 $n_3 \ n_2 \ n_1$

n_2

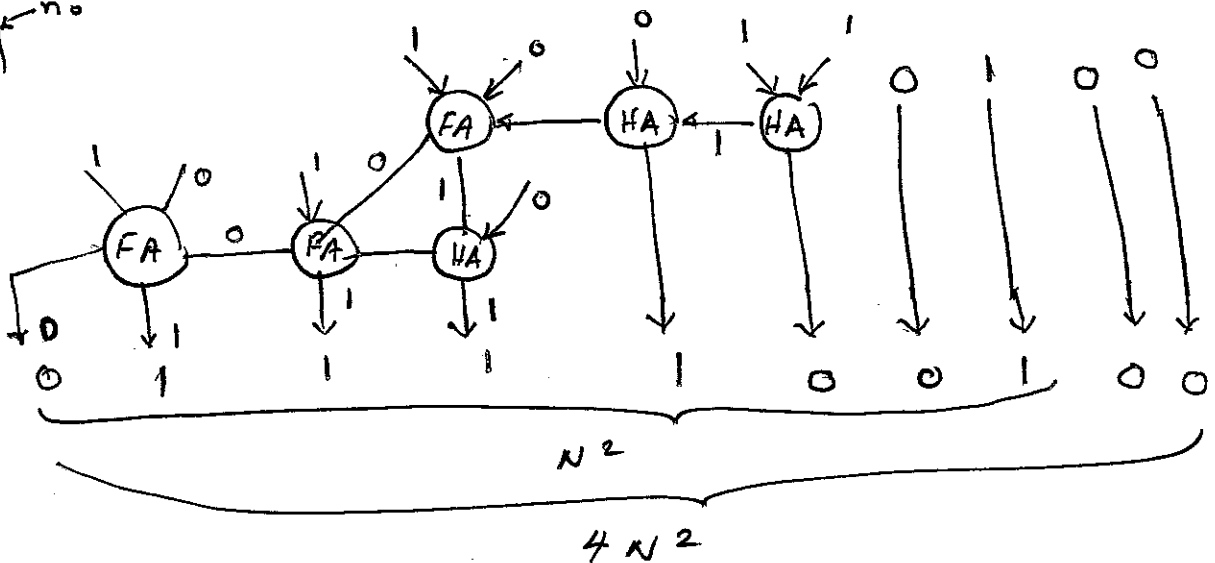


PP_{ij}

AND gates are not shown for clarity



$n_3 \ n_2 \ n_1 \ n_0$
 $N = 1011$



Total area required $\rightarrow 3FA + 3HA$

Delay of the circuit $\rightarrow 3\tau_{FA} + 3\tau_{HA}$

Q 2

There is many ways that this CSA can be divided :

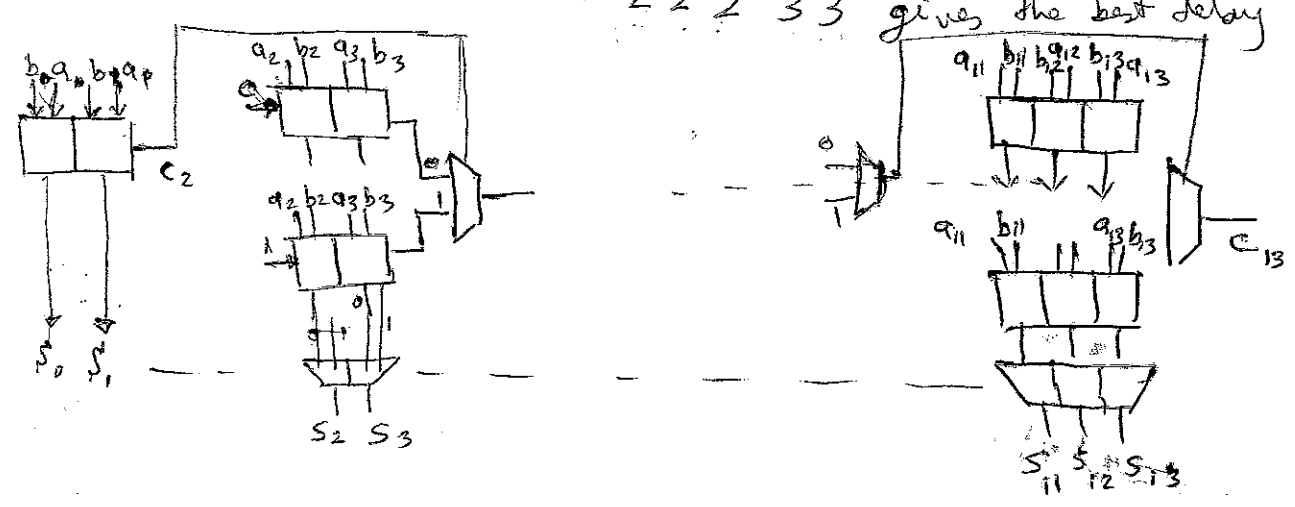
- 2 2 2 2 2 2 2 $\xrightarrow{\text{delay}} 2 + 6/2 = 5$
- 3 3 2 2 2 2 2 $\xrightarrow{\text{delay}} 3 + 6/2 = 6$
- 3 3 3 3 2 $\xrightarrow{\text{delay}} 3 + 4/2 = 5$
- * 2 2 2 2 3 3 $\xrightarrow{\text{delay}} 2 + 5/2 = 4 1/2$
- 2 3 3 3 3 $\xrightarrow{\text{delay}} 3 + 4/2 = 5$
- * 2 2 3 3 4 $\xrightarrow{\text{delay}} 4 + 1/2 = 4 1/2$
- 4 4 4 2 $\xrightarrow{\text{delay}} 4 + 3/2 = 5 1/2$
- 5 5 4 $\xrightarrow{\text{delay}} 5 + 2/2 = 6$
- 3 3 4 4 $\xrightarrow{\text{delay}} 4 + 2/2 = 5$
- etc

Assuming $C_{MUX} = 1/2 C_{FA}$

* $[2 + [3 * 4]_{i4}] + [3 * 2 * 2]_{i2}^{FA} + [3 * 2 + 2 * 2]_{MUX}$

According to the above search

2 2 2 2 3 3 gives the best delay



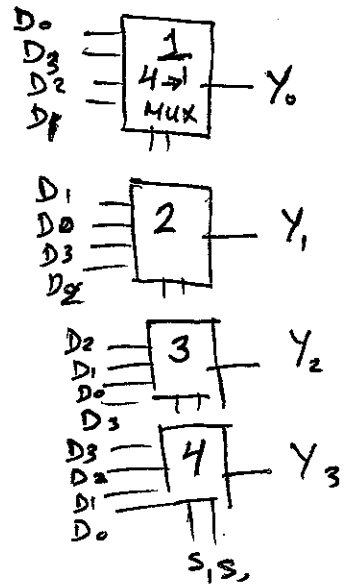
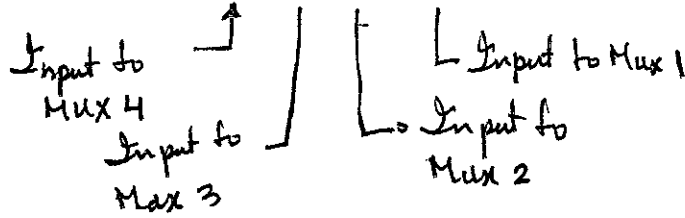
Total Delay $\rightarrow 4 1/2 C_{FA}$

Total Area $\rightarrow 26 FA + 17 MUX \rightarrow 1$

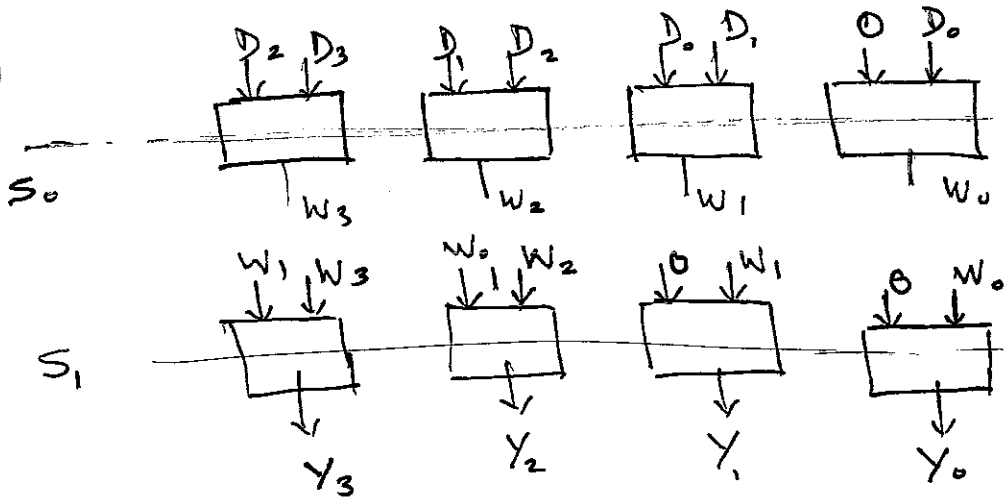
Q₁

d)

| S ₁ , S ₀ | Y ₃ | Y ₂ | Y ₁ | Y ₀ |
|---------------------------------|----------------|----------------|----------------|----------------|
| 0 0 | D ₃ | D ₂ | D ₁ | D ₀ |
| 0 1 | D ₂ | D ₁ | D ₀ | D ₃ |
| 1 0 | D ₁ | D ₀ | D ₃ | D ₂ |
| 1 1 | D ₀ | D ₃ | D ₂ | D ₁ |



b)



| S ₁ | S ₀ | Y ₃ | Y ₂ | Y ₁ | Y ₀ |
|----------------|----------------|----------------|----------------|----------------|----------------|
| 0 | 0 | D ₃ | D ₂ | D ₁ | D ₀ |
| 0 | 1 | D ₂ | D ₁ | D ₀ | 0 |
| 1 | 0 | D ₁ | D ₀ | 0 | 0 |
| 1 | 1 | D ₀ | 0 | 0 | 0 |