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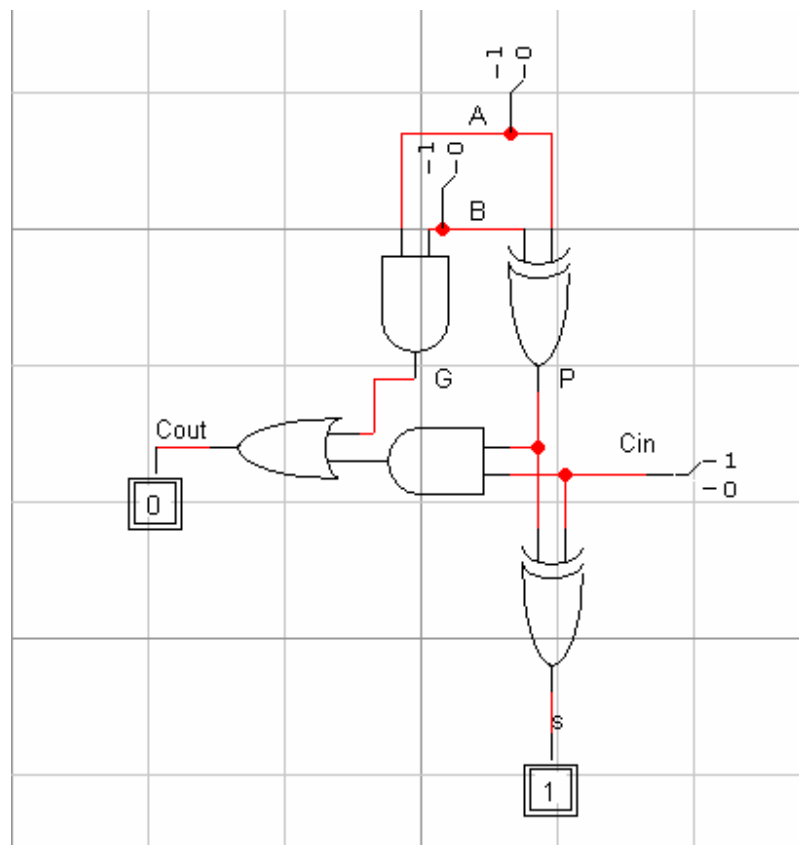
COE 202, Term 052
Fundamentals of Computer Engineering

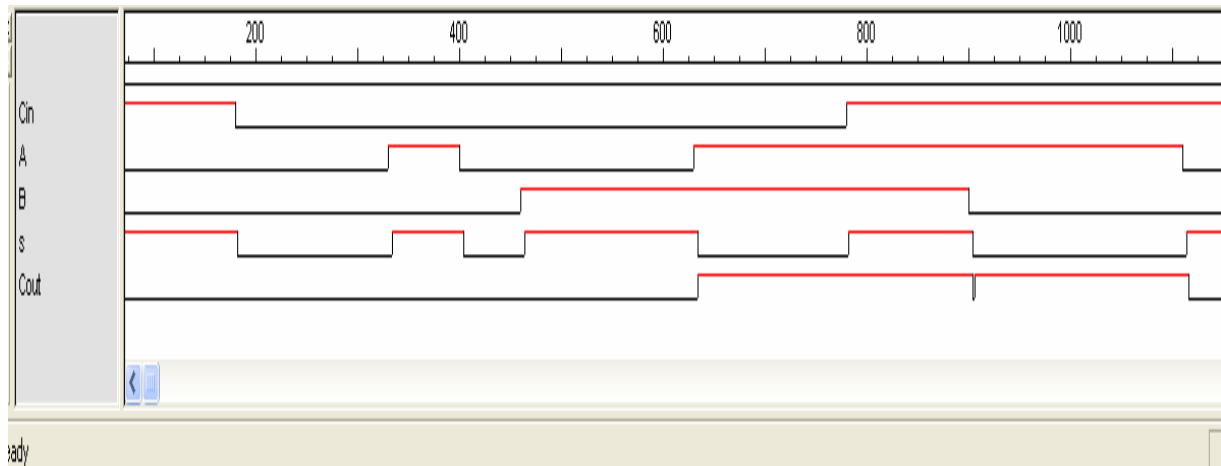
Quiz# 5 (Take Home)

Due date: Monday, April 17, 2006

Q.1. Assume the delay of a gate is equal to the number of its inputs, i.e. the delay of a 2-input gate is 2, and the delay of a 3-input gate is 3. Using Logic works do the following:

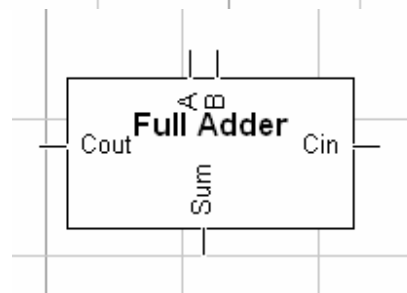
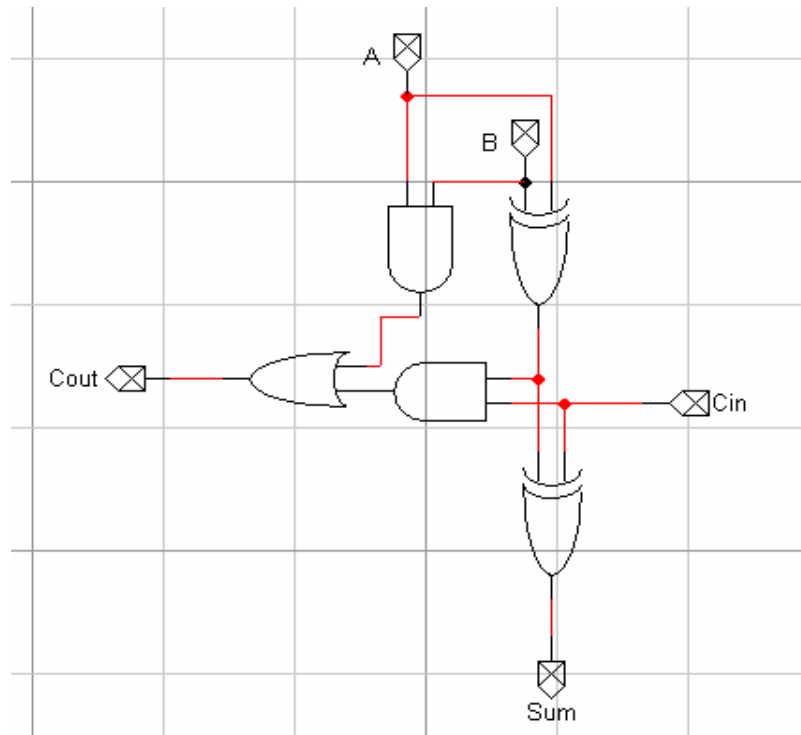
- a. Model a full-adder.

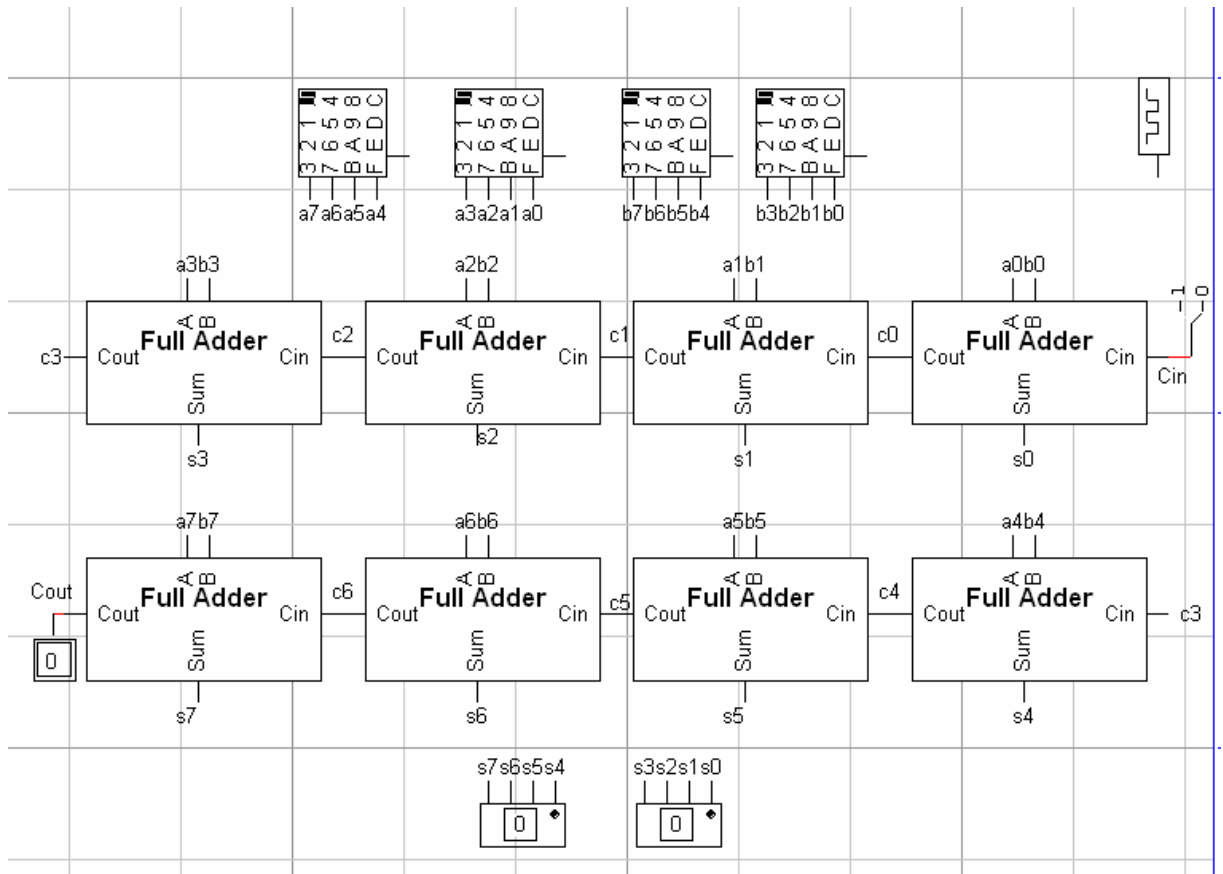




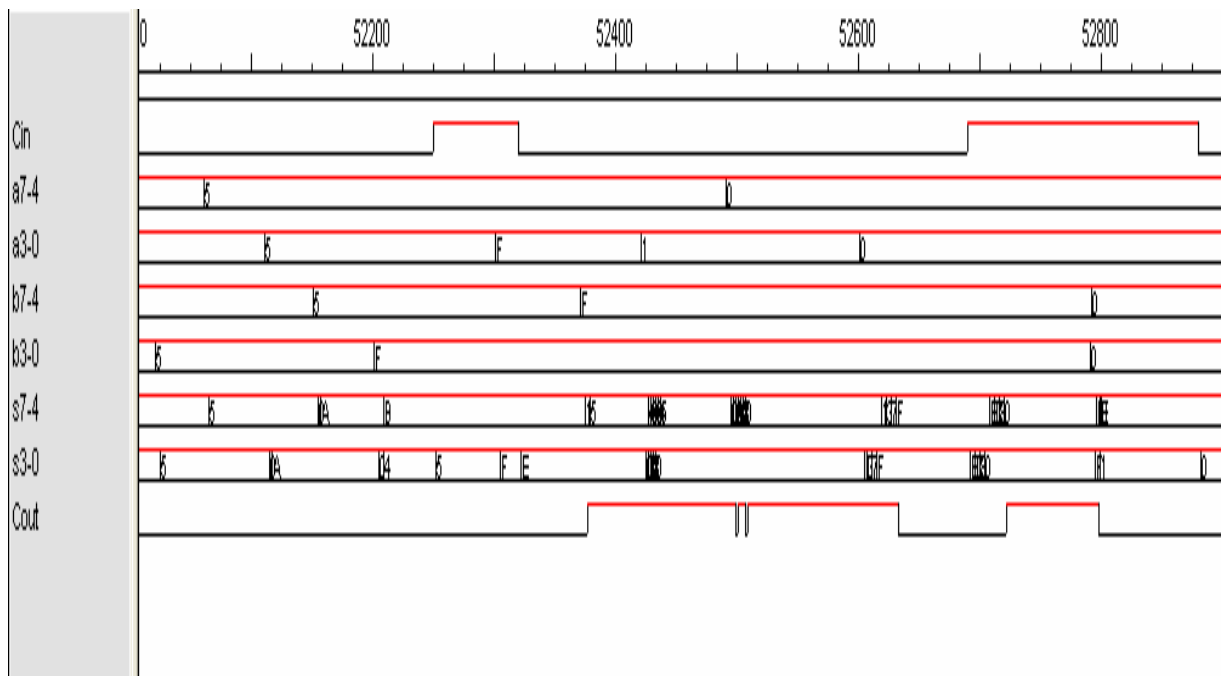
- b. Use the full adder model and construction from it an 8-bit Ripple Carry Adder.

In order to simplify the modeling process, we will create a symbol for the full adder cell and then connect 8 copies of it as shown below. We first connect input and output ports then create the symbol.



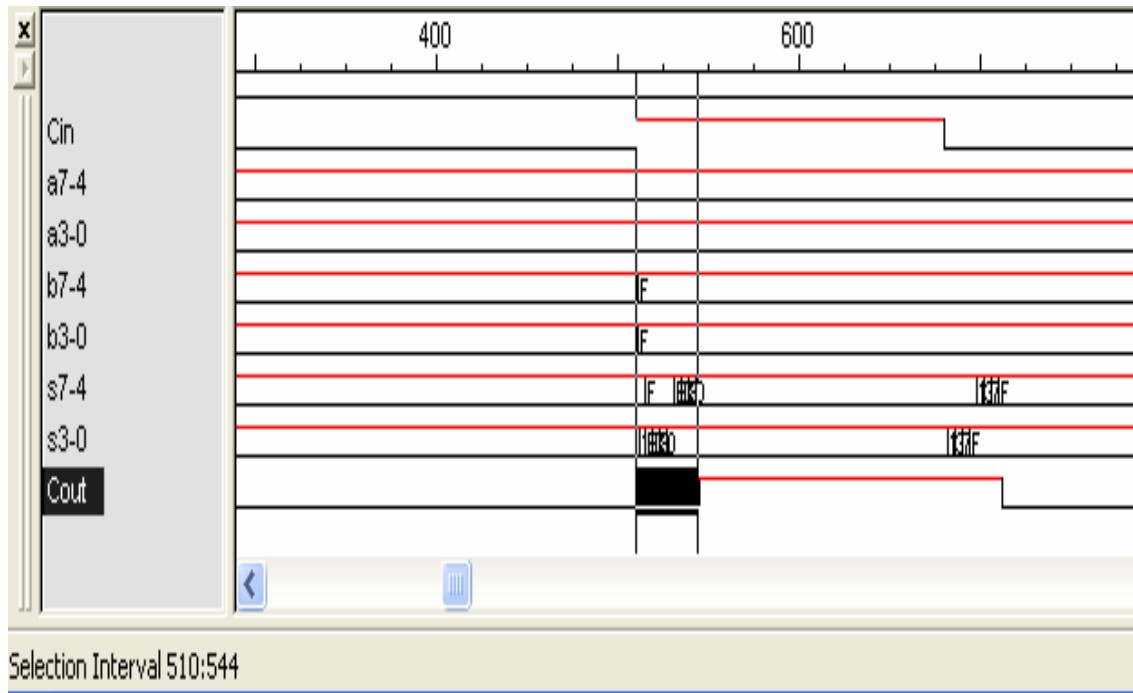


The simulation waveform that illustrates that the adder works properly is shown below:



- c. Determine the worst case delay in your 8-bit Ripple Carry Adder by simulation.

The worst case delay is when the A & B inputs have propagation condition and the Cin signal is changing from 0 to 1 or from 1 to 0. The Cout signal will change accordingly after a delay equal $2+4*8=34$ ns. This is exactly what is obtained by simulation as shown below.



As can be seen, the delay from the Cin signal to the Cout signal is $544-510=34$ ns.

- d. Model a 4-bit Carry Look Ahead adder.

The 4-bit carry look ahead adder is modeled as shown below.

$$P_0 = A_0 \oplus B_0 ; \quad G_0 = A_0 \text{ AND } B_0$$

$$S_0 = P_0 \oplus C_0$$

$$C_0 = G_0 + C_0 P_0$$

$$P_1 = A_1 \oplus B_1 ; \quad G_1 = A_1 \text{ AND } B_1$$

$$S_1 = P_1 \oplus C_1$$

$$C_1 = G_1 + G_0 P_1 + C_0 P_0 P_1$$

$$P_2 = A_2 \oplus B_2 ; \quad G_2 = A_2 \text{ AND } B_2$$

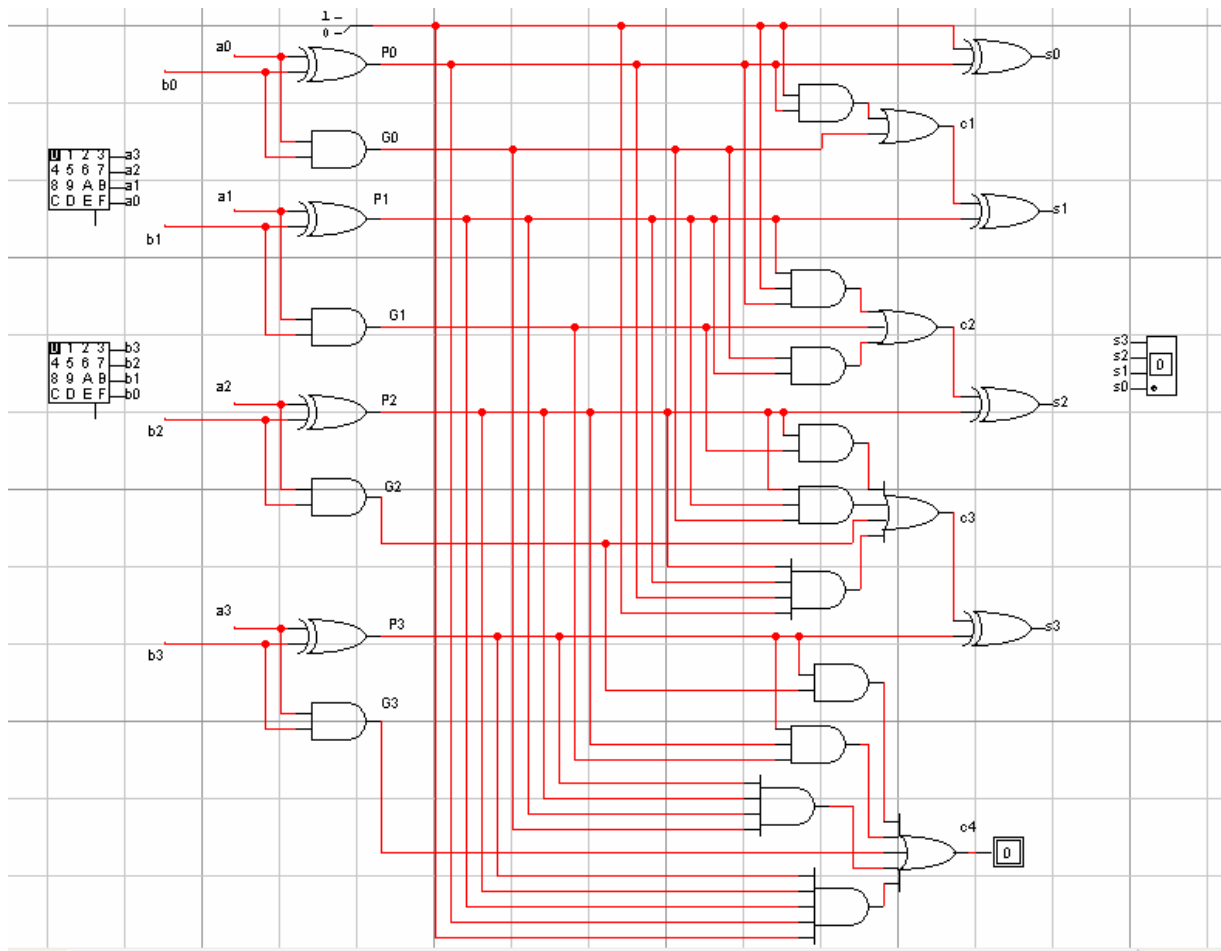
$$S_2 = P_2 \oplus C_2$$

$$C_2 = G_2 + G_1 P_2 + G_0 P_1 P_2 + C_0 P_0 P_1 P_2$$

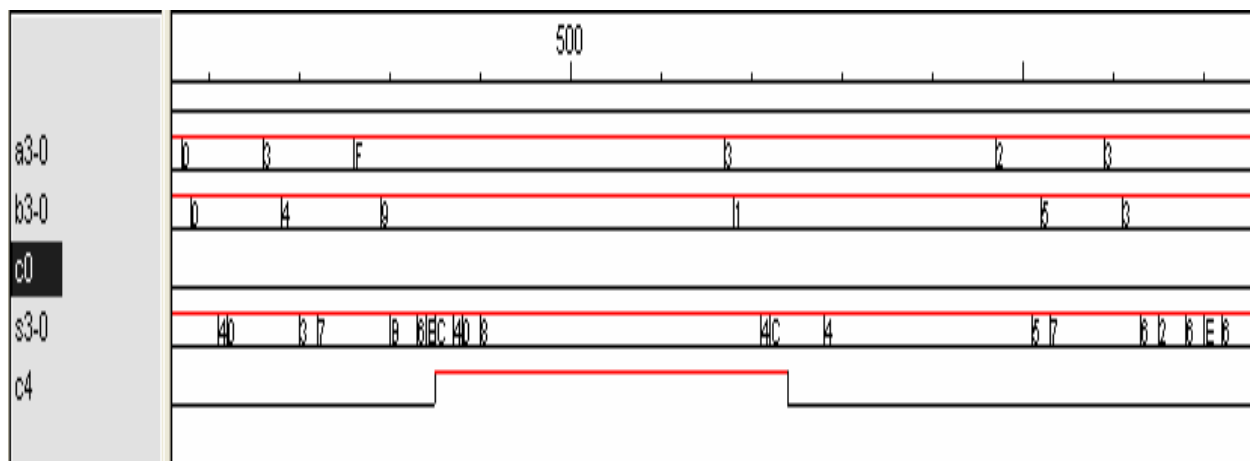
$$P_3 = A_3 \oplus B_3 ; \quad G_3 = A_3 \text{ AND } B_3$$

$$S_3 = P_3 \oplus C_3$$

$$C_3 = G_3 + G_2 P_3 + G_1 P_2 P_3 + G_0 P_1 P_2 P_3 + C_0 P_0 P_1 P_2 P_3$$

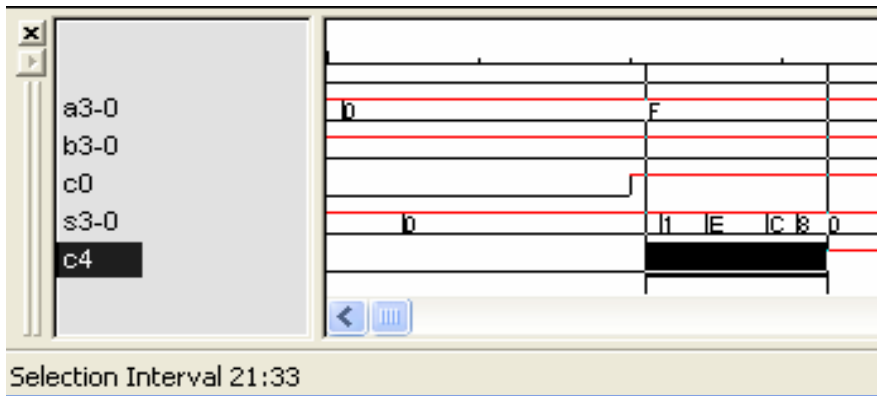


- e. Simulate the following values to verify that your adder works properly: $3+4$, $1-7$, $3+1$, $2+5$, $3+3$.



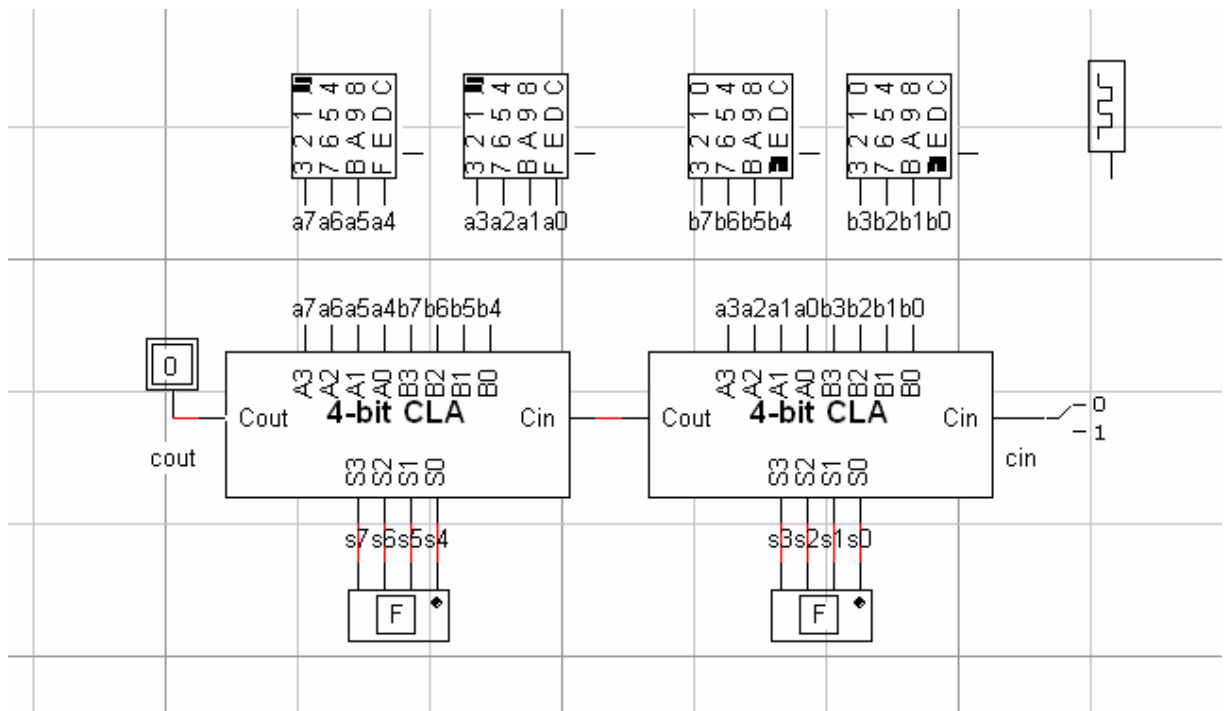
- f. Determine the longest delay in the 4-bit Carry Look Ahead adder by simulation.

The longest delay will $2+5+5=12\text{ns}$. This is as verified by simulation shown below from the time the propagation condition is met until the carry out appears = $33-21=12\text{ ns}$.



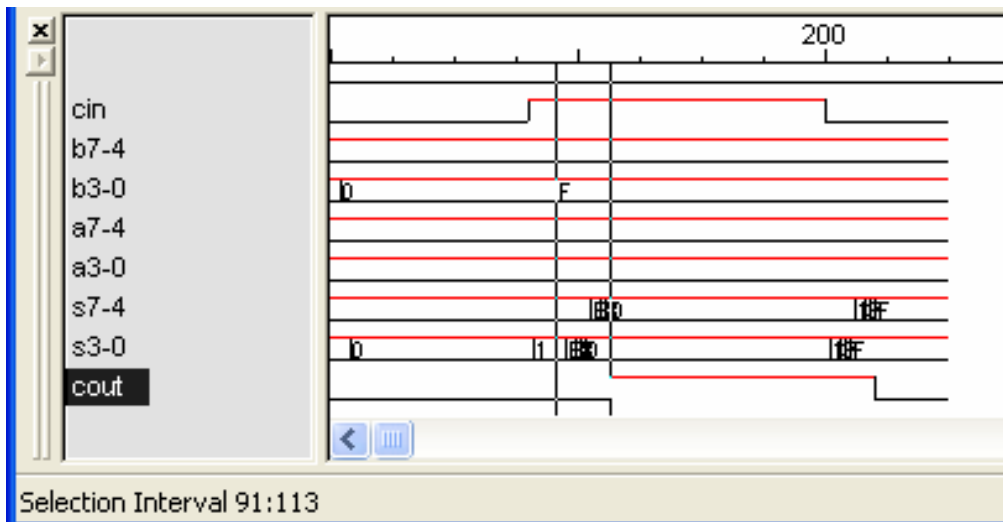
- g. Construct an 8-bit adder by connecting two 4-bit Carry Look Ahead adders together.

The 8-bit adder based on two 4-bit CLA adders is shown below:



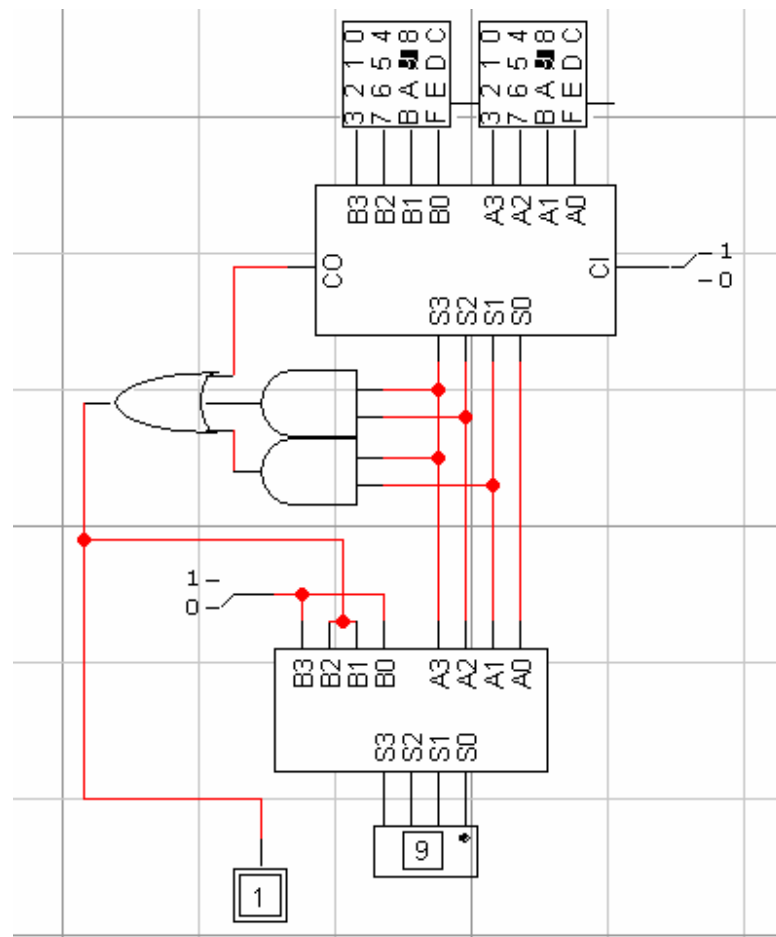
- h. Determine by simulation the longest delay in the 8-bit adder in (g).

The worst case delay is 12 (first block) + 10 (2^{nd} block) = 22 . This is exactly what is obtained by simulation as shown below = $113-91=22$.

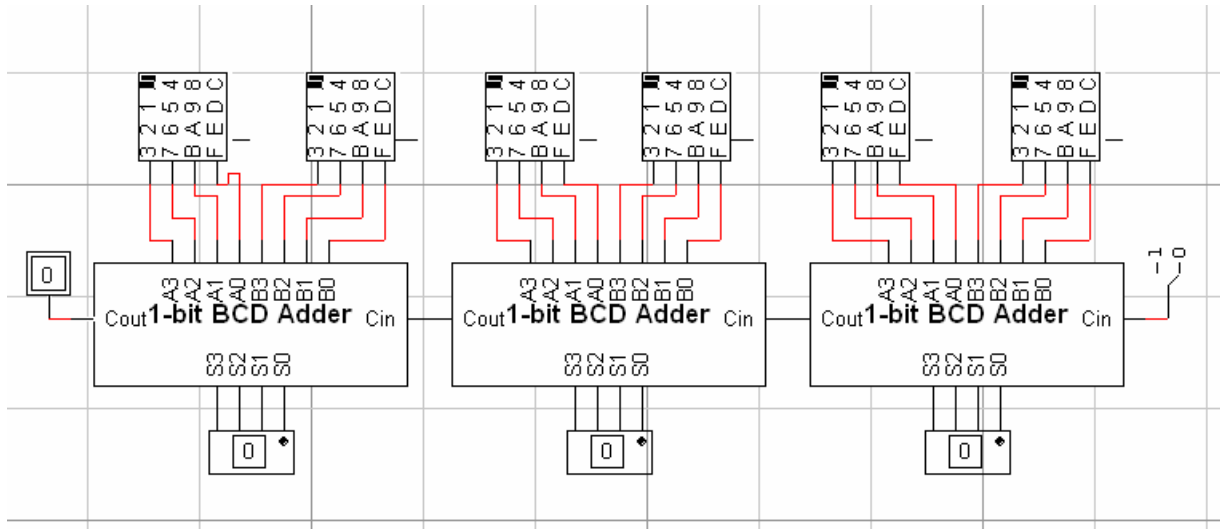


Q.2. It is required to design a BCD adder to perform addition in BCD representation.

a. Model a single-digit BCD adder.

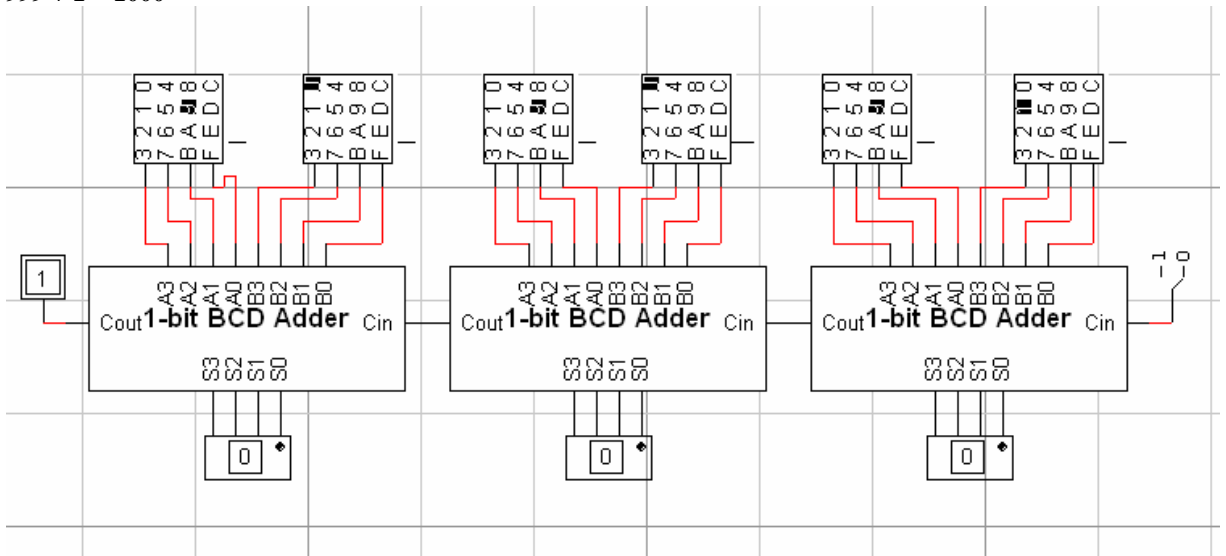


b. Using the single digit BCD adder, build a 3-digit BCD adder.

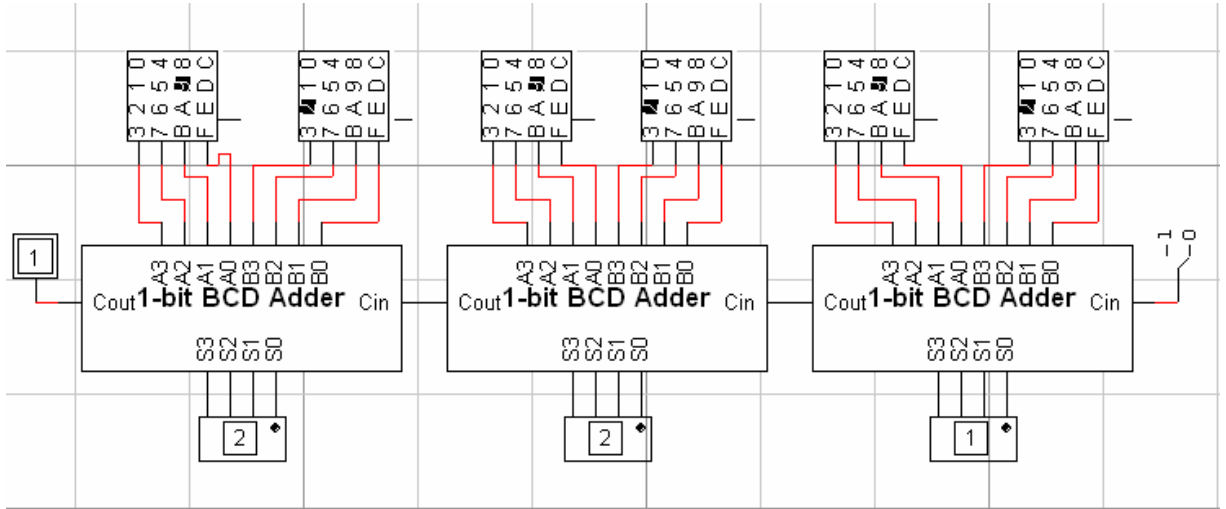


c. Verify the correct functionality of the 3-digit BCD adder by simulating the following operations: $999 + 1$, $999+222$, $100+999$, $279+465$

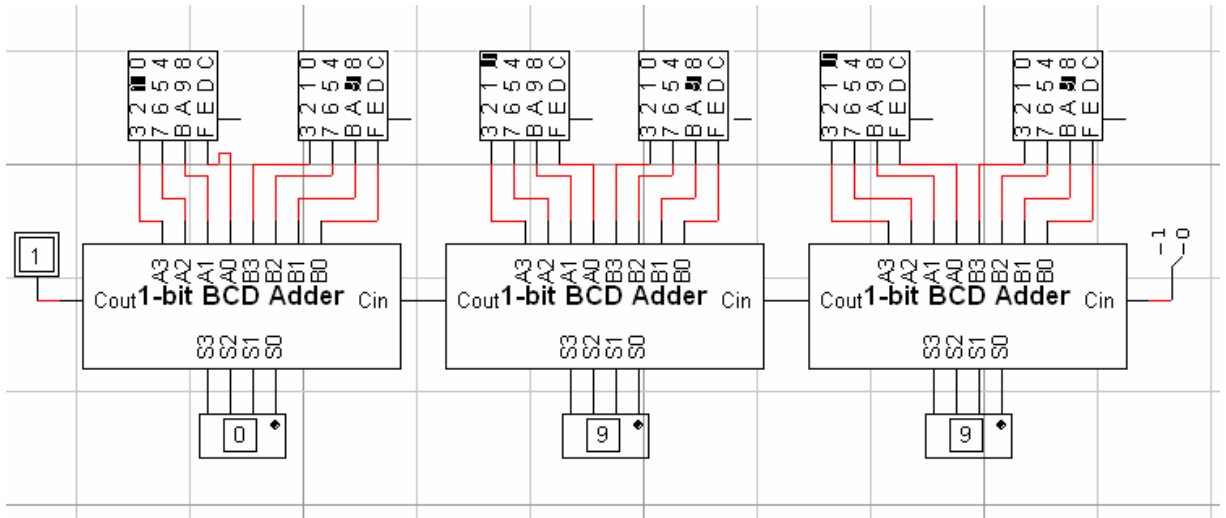
$999 + 1 = 1000$



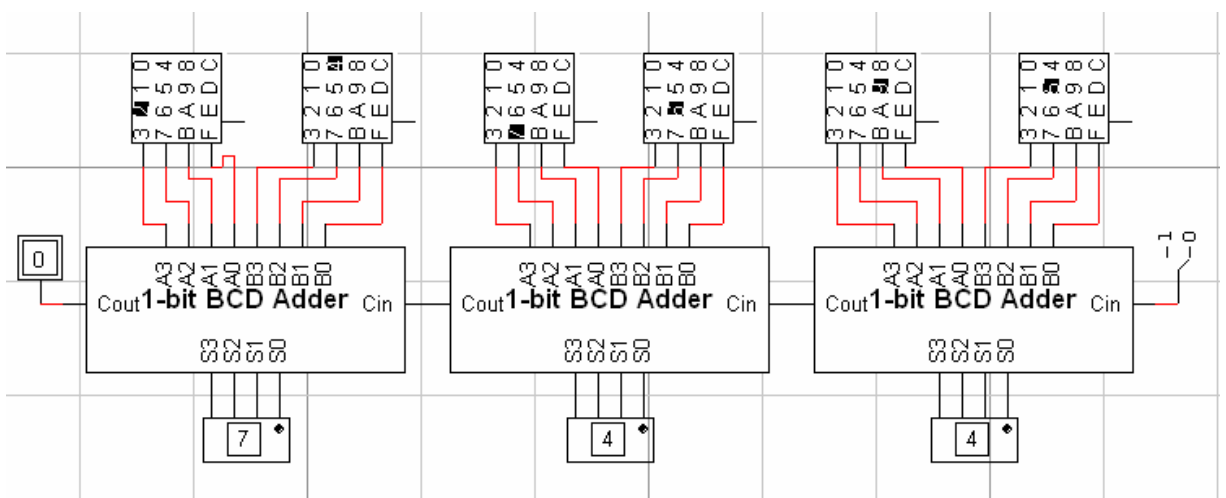
$$999 + 222 = 1221$$



$$100 + 999 = 1099$$

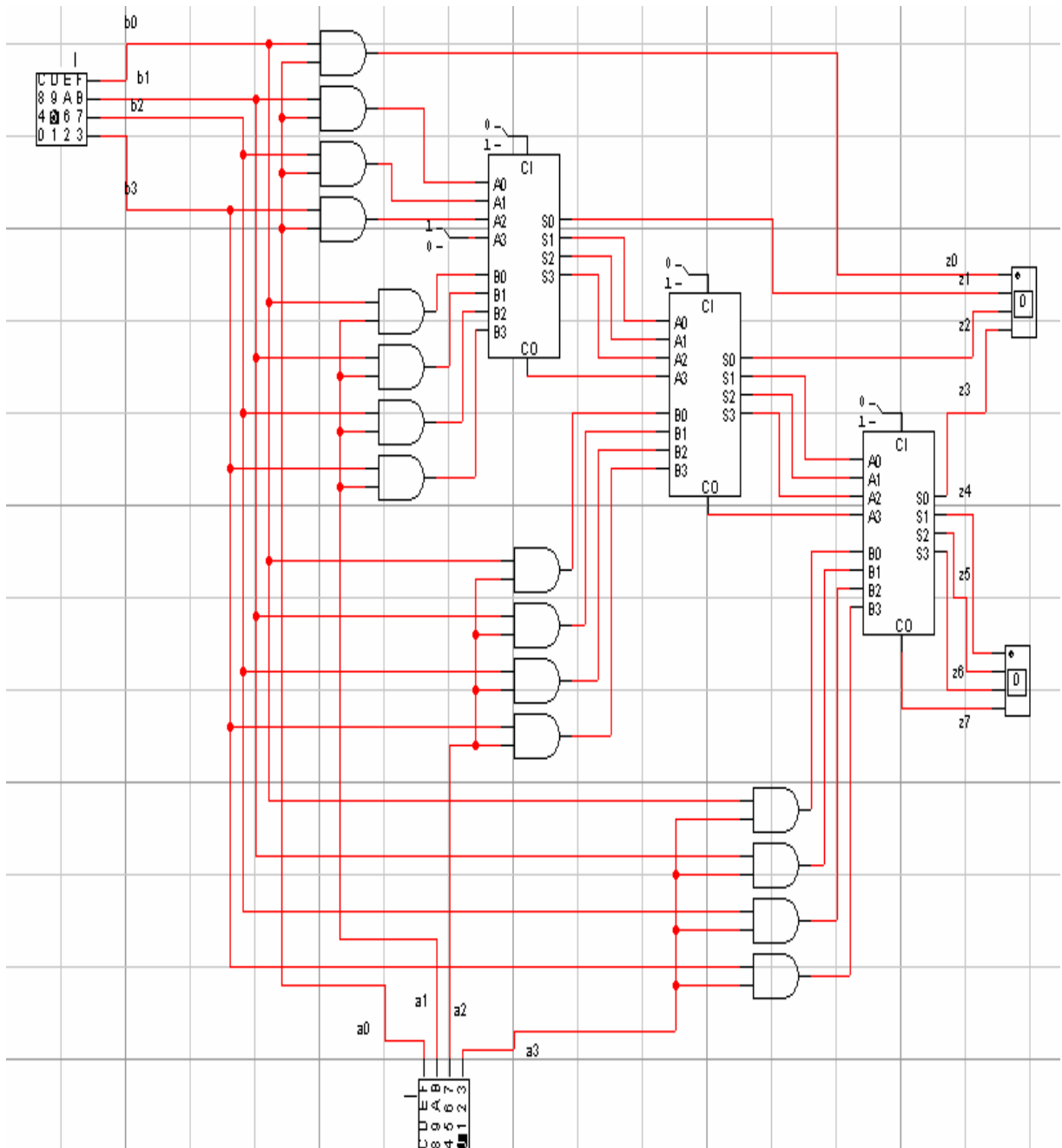


$$279 + 465 = 744$$



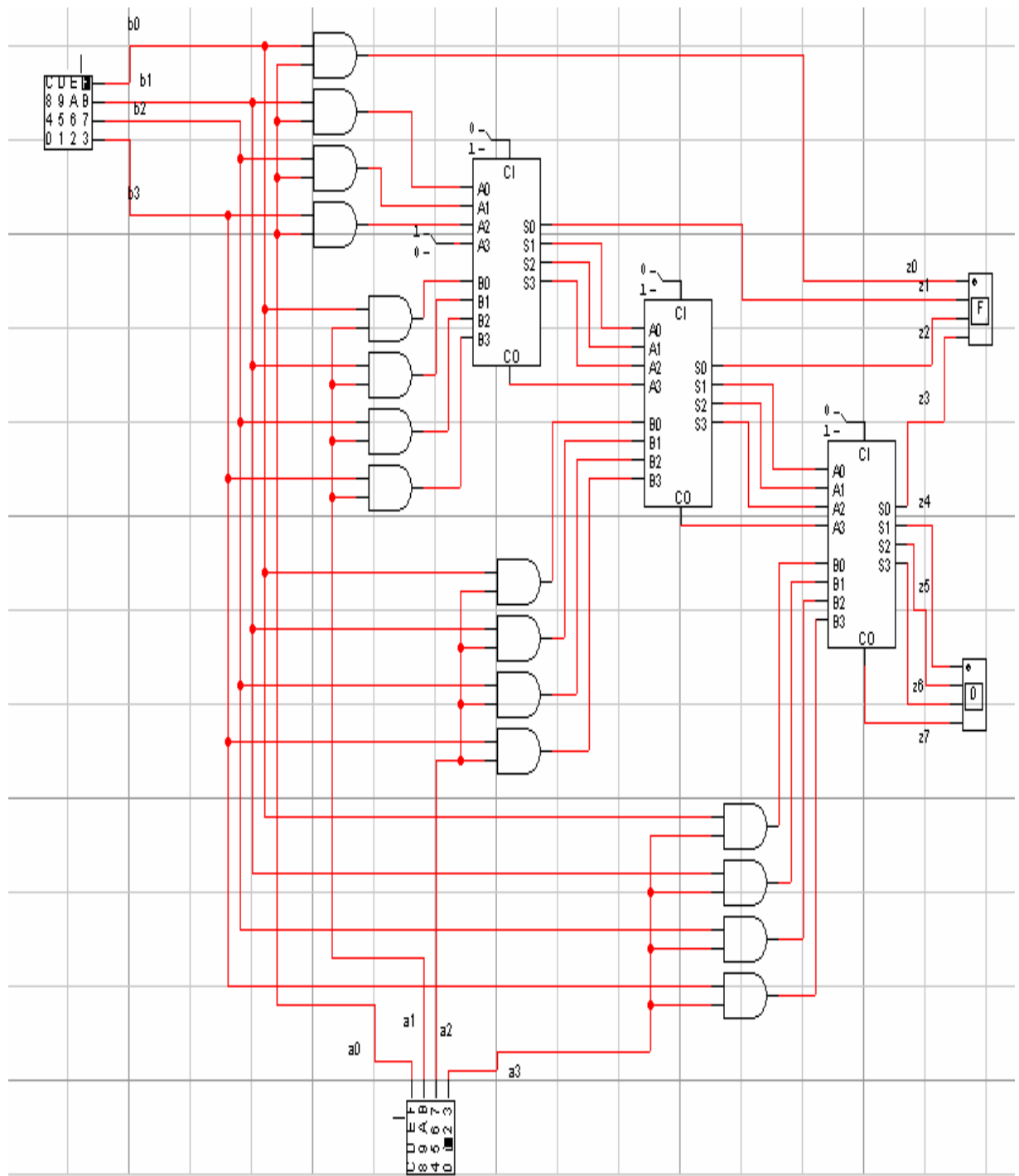
Q.3. [1% Bonus]

a. Model a 4-bit multiplier.

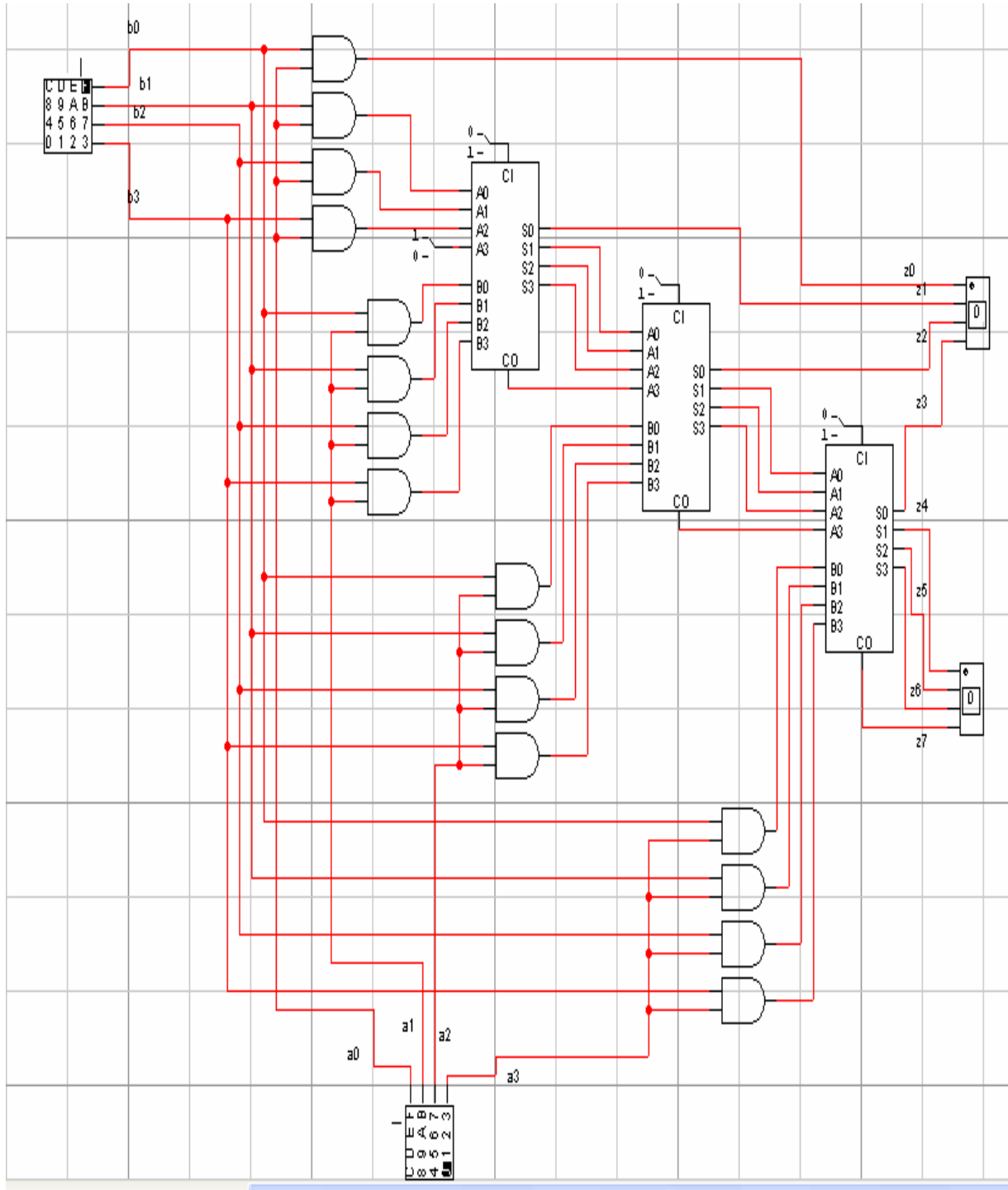


b. Verify the correct functionality of the 4-digit multiplier by simulating the following operations: $15 * 1$, $15 * 0$, $5 * 5$, $2 * 8$, $8 * 7$, $15 * 15$.

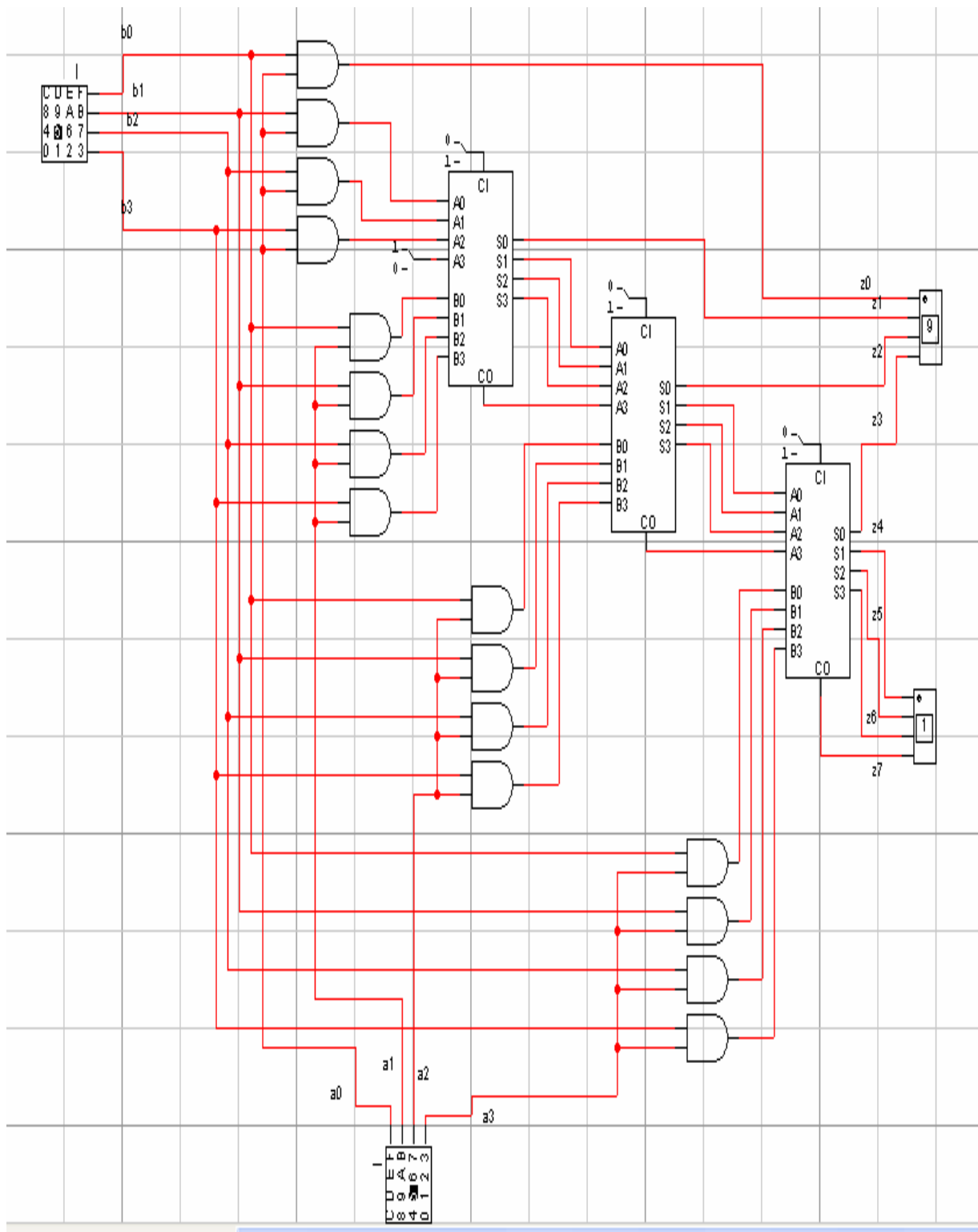
$$15 * 1 = 15 = 0FH$$



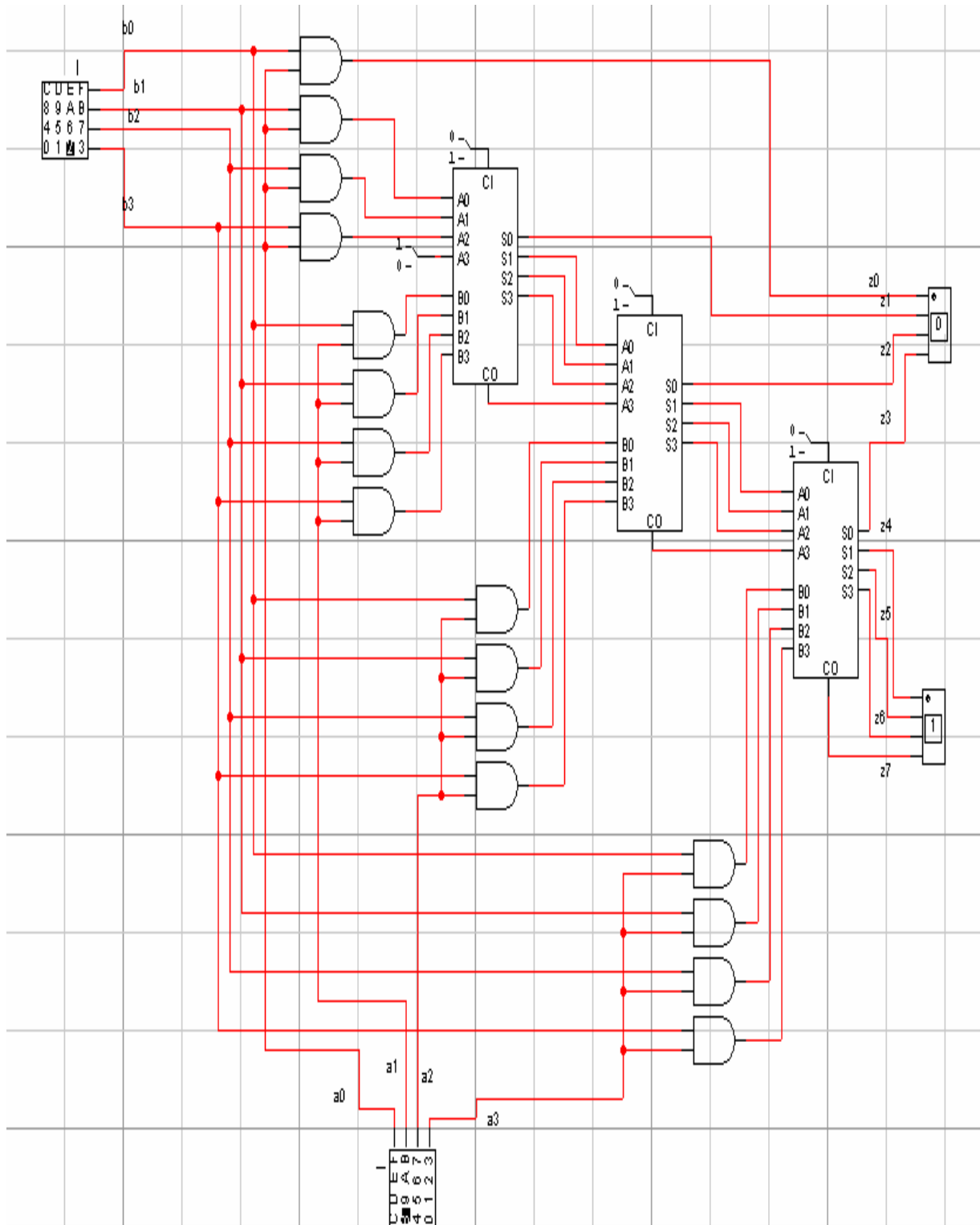
$$15 * 0 = 0$$



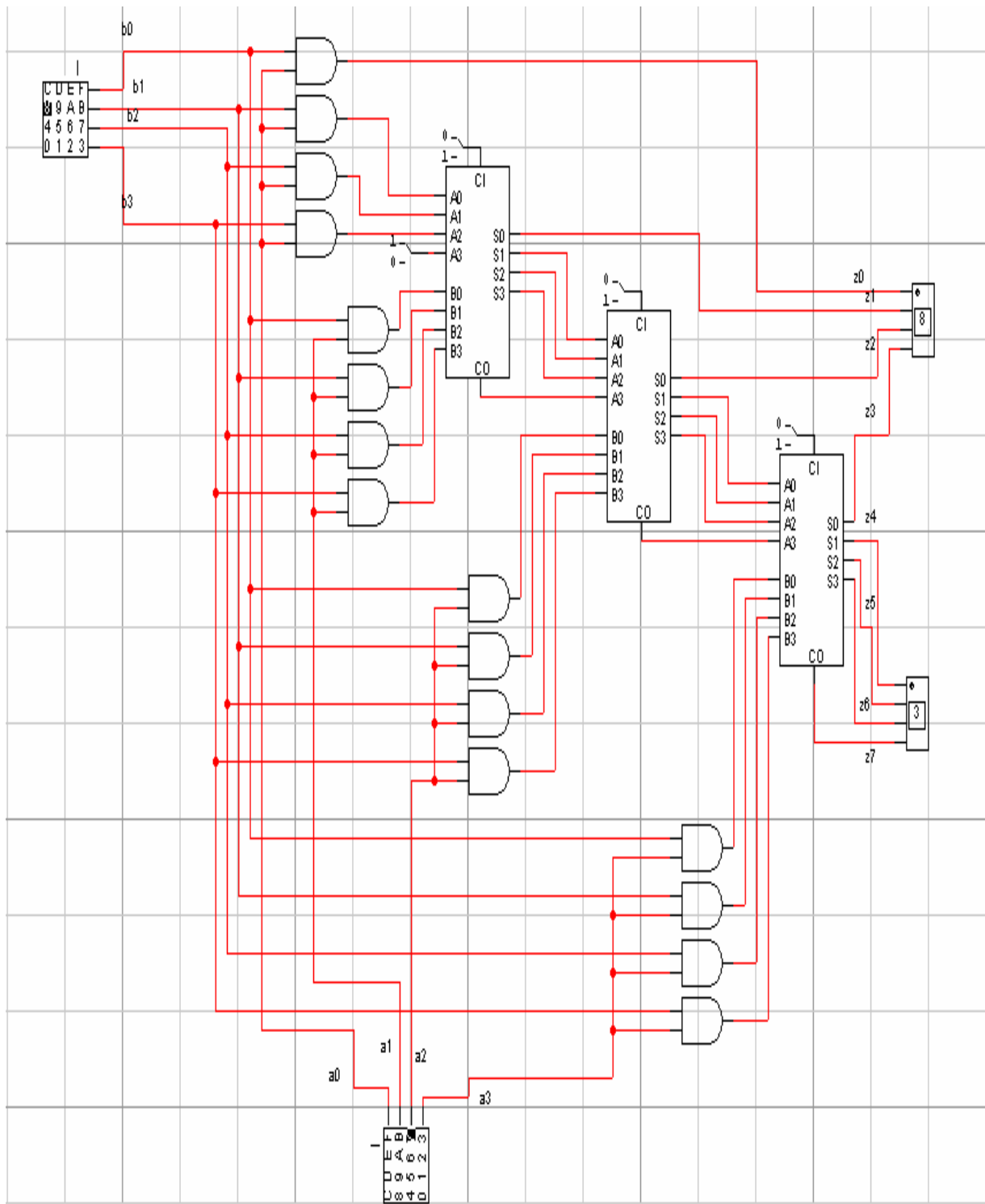
$$5 * 5 = 25 = 19H$$



$$2 \times 8 = 16 = 10H$$



$$8 \times 7 = 56 = 38H$$



$$15 * 15 = 225 = E1H$$

