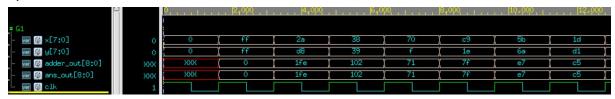
Hw1

B07505026 電機三田昀曜

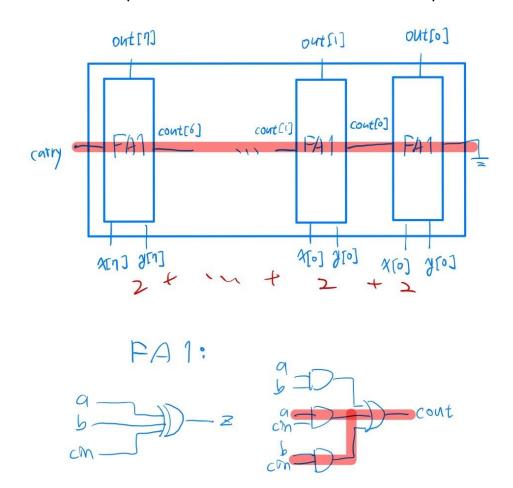
1-CR_Adder

cycle 20.0 waveform:



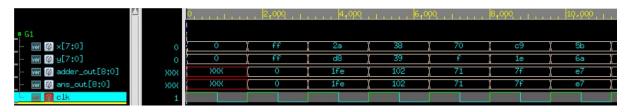
my design:

total delay is 2ns*8 = 16 ns (red line is critical path)

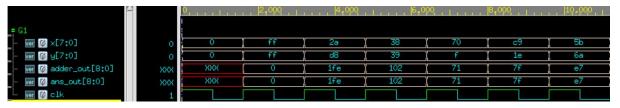


verify:

cycle 16.0 waveform:

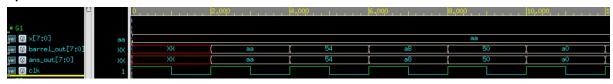


cycle 15.9 waveform:



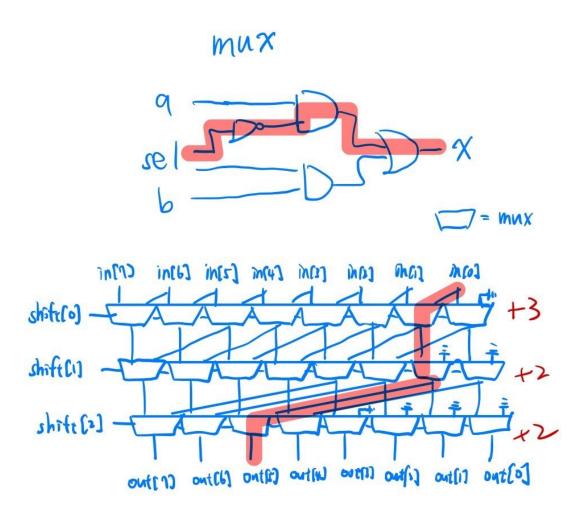
2-barrel_shifter

cycle 20.0 waveform:



my design:

total delay is 3+2+2 = 7 ns (red line is critical path)



verify:

cycle 7.0 waveform:



cycle 6.9 waveform:



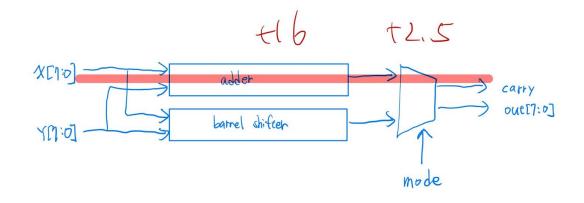
3-ASU

cycle 20.0 waveform:

		0 , 1 ,	10010	5,000	10,000					
= G1										N. 77
ver 🐼 ×[7:0]	aa	ļ		aa	Y 70	c9	5b	1d		
ver Ø y[7:0]	0	0	1	2	3	6	f	1e	6a	d1
ver 🔯 mux_out[8:0]	XXX	XXX	aa	54	a8	50	80	7f	e7	c5
₩ Ø ans_out[8:0]	XXX	XXX	aa	54	a8	50	80	7f	e7	c5

my design:

total delay is 16+2.5 = 16 ns (red line is critical path)

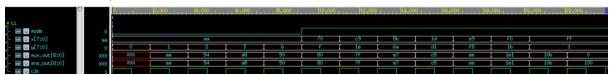


verify:

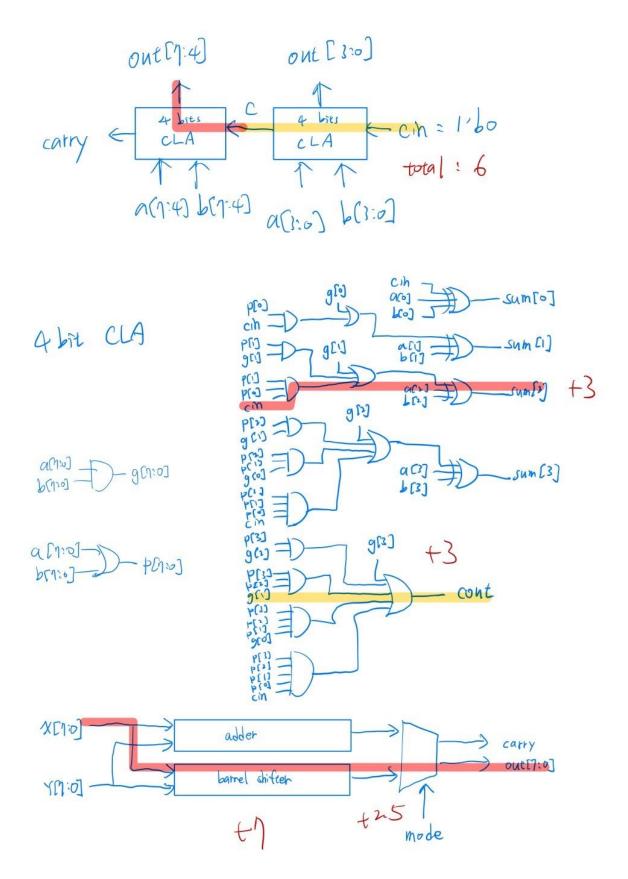
cycle 18.5 waveform:



cycle 18.4 waveform:



optimize:



The critical path is due to adder delay. I use 2 4-bits carry-look-ahead to replace the origin one. The total delay of adder_opt

is 6n, which is lower than the total delay of barrel_shifter(7ns). So the critical path of the new design is 9.5ns (7 + 2.5).

cycle 9.5 waveform:

		0 , , , ,	1	2,000 , ,	1 1 1 1	4,000		, 6,000	1 1 1 1	, , 8,900
= G1										A10. N. V V
- ver Ø mode	0						2/2			
ver Ø ×[7;0]	aa			aa			70	c9	5b	1d
- ver Ø y[7:0]	0	0	1	2	3	6	f	1e	6a	d1
- ver Ø mux_out[8:0]	XXX	XXX	aa	54	a8	50	80	7 f	e7	c5
- Ver 🕼 ans_out[8:0]	XXX	XXX	aa	54	a8	50	80	7f	e7	c5
- 🐷 🙋 clk	1									

cycle 9.4 waveform:

	0	· · · · · · · · ·	1,000	2,900	3,000	4,000	5,000	6,000	7,900	8,000
200										
= G1										
- ver (a) wode	0 _									
- ver ∅ ×[7:0]	aa	aa						c9	5b	1d
- Ver 🕼 y[7:0]	0	0	1	2	3	6	f	1e	6a	d1
- Ver 🔯 mux_out[8:0]	XXX	XXX	XX	aa	54	(a8	O	7f	e7	
- Ver Ø ans_out[8:0]	XXX	XXX	aa	54	a8	50	80	7f	e7	c5
ver Ø clk	1									

multiplication:

Since the multiplication can be viewed as shifting some bits then adding together. And assume we have other registers to store the values we shifted and added. And since the 1, 2, 4 bits barrel_shifter can make 0~7 bits shifting. So we can carefully use mode to control asu to become shifter and adder. That is, we can do unsigned multiplication with the asu.