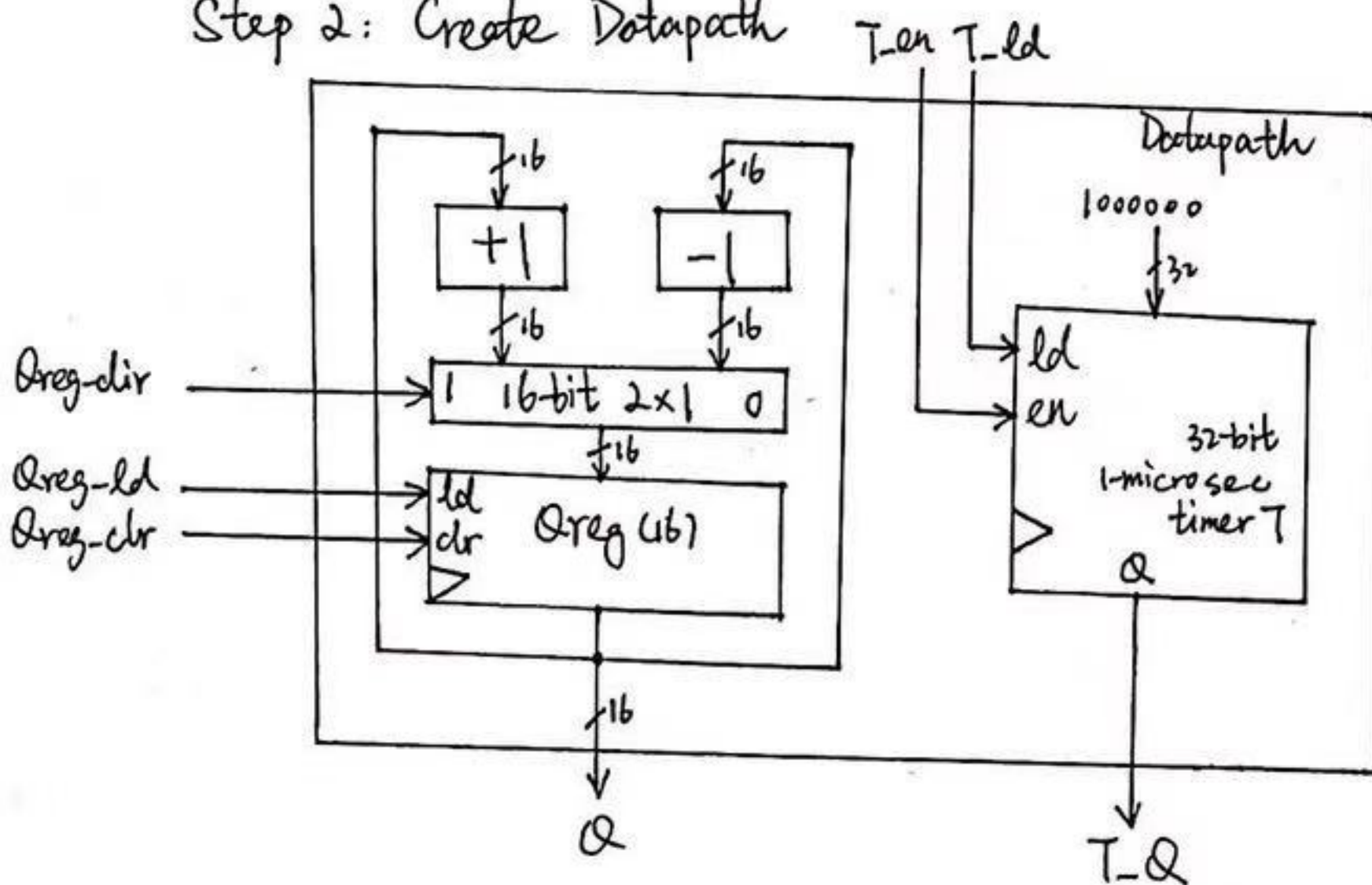


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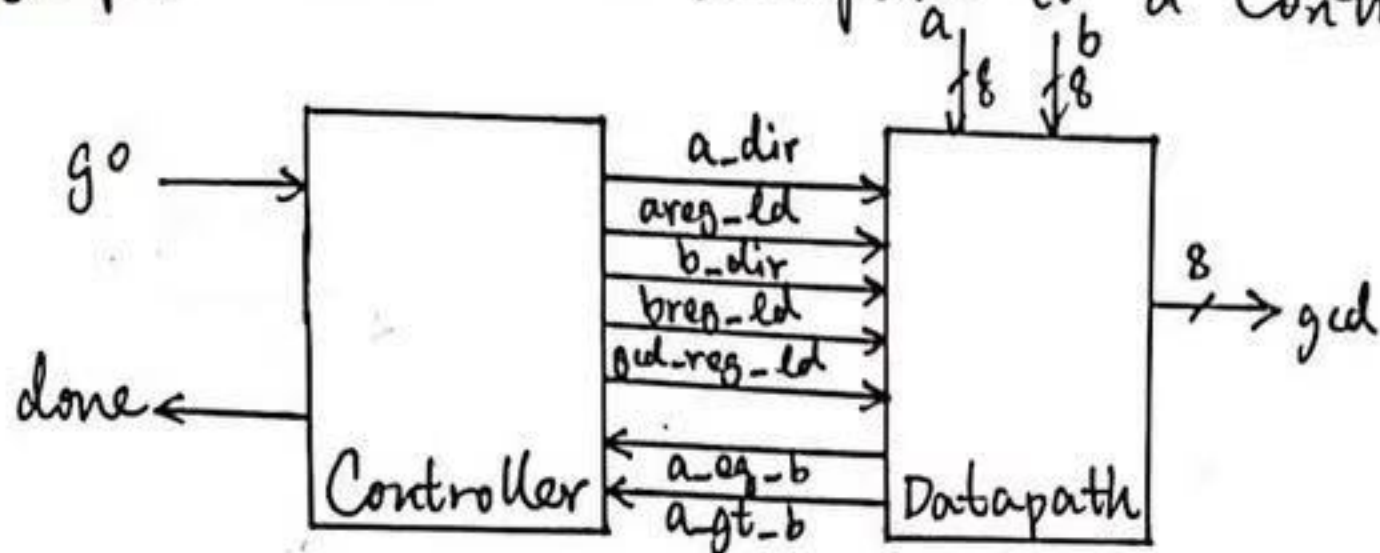


Outputs: \mathcal{Q} (16 bits); T_{del} , T_{en} (bit)

Local registers: cnt (16 bits)
cnt = cnt + 1



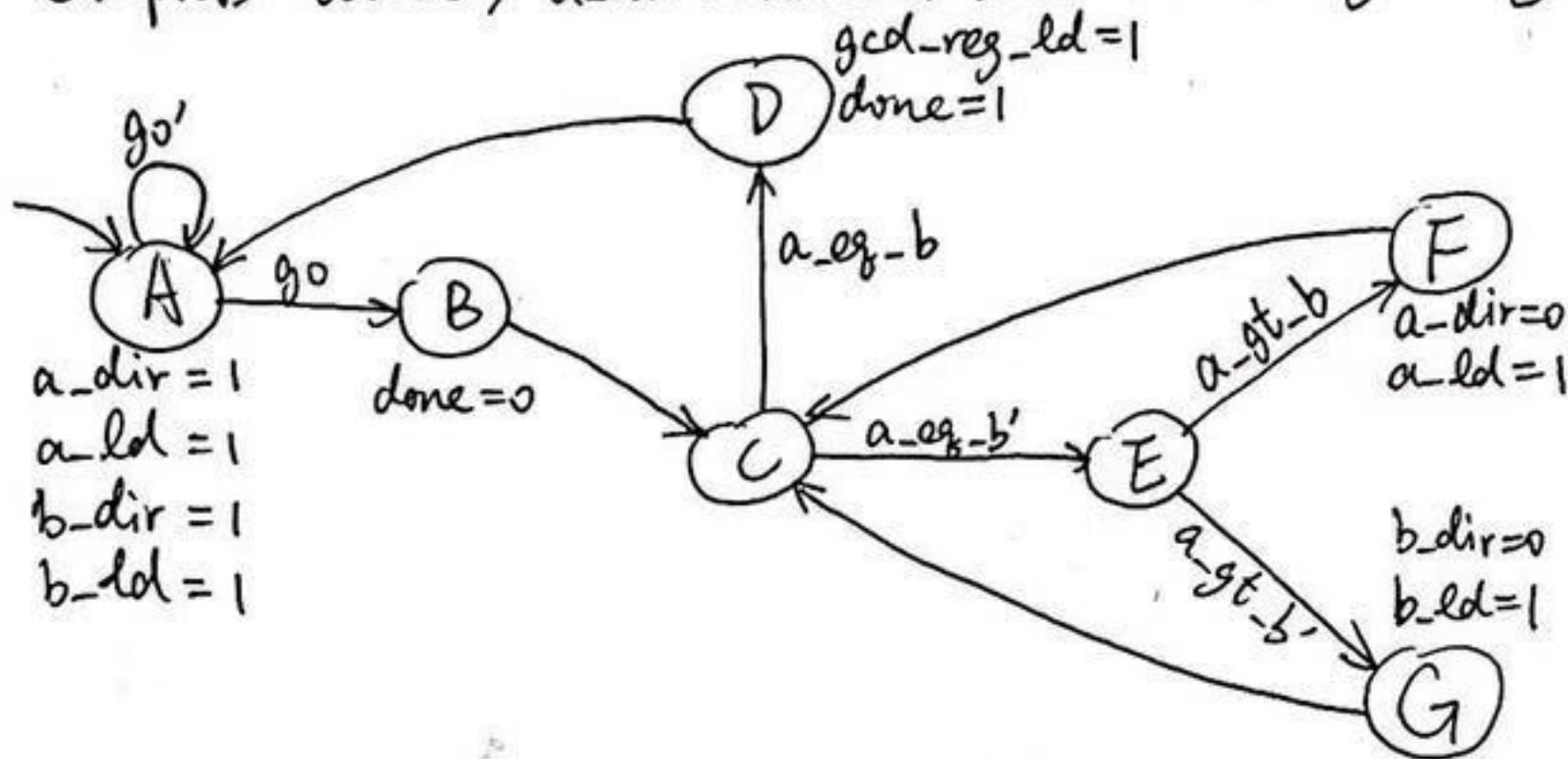
Step 3: Connect the Datapath to a Controller



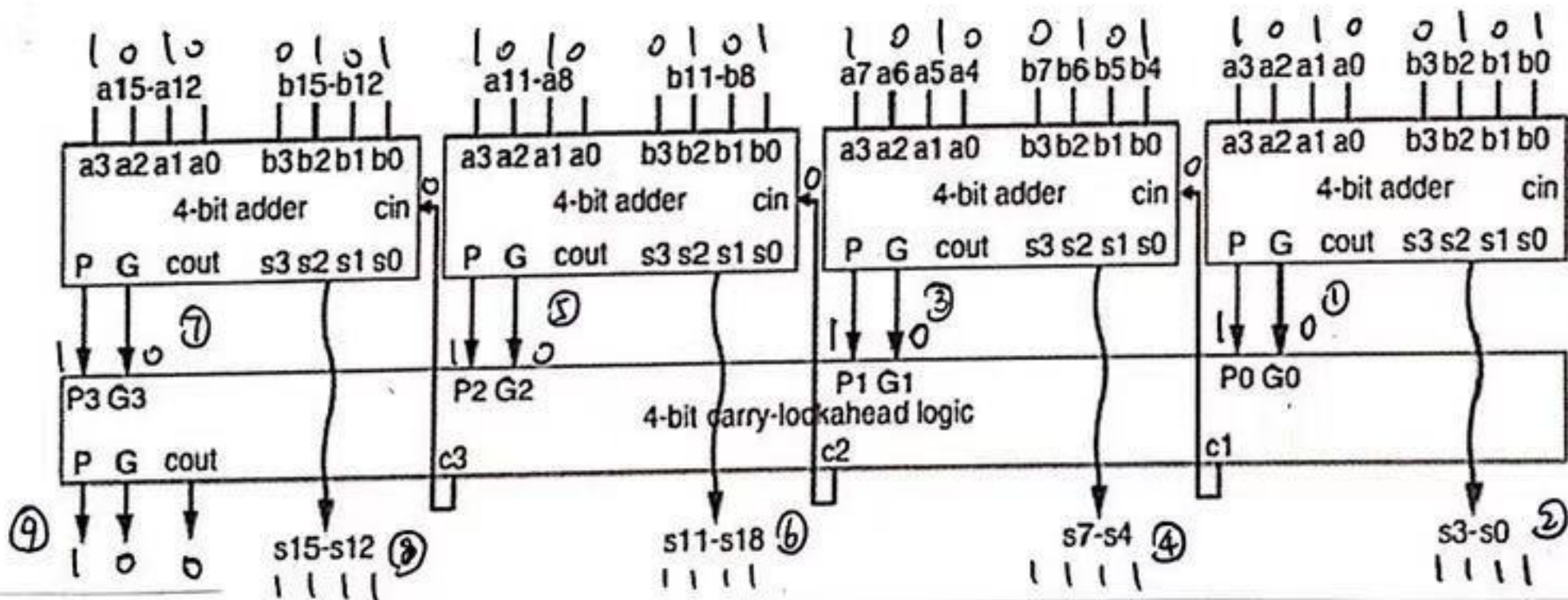
Step 4: Derive the Controller's FSM

Inputs: go , a_eq_b , a_gt_b (bit)

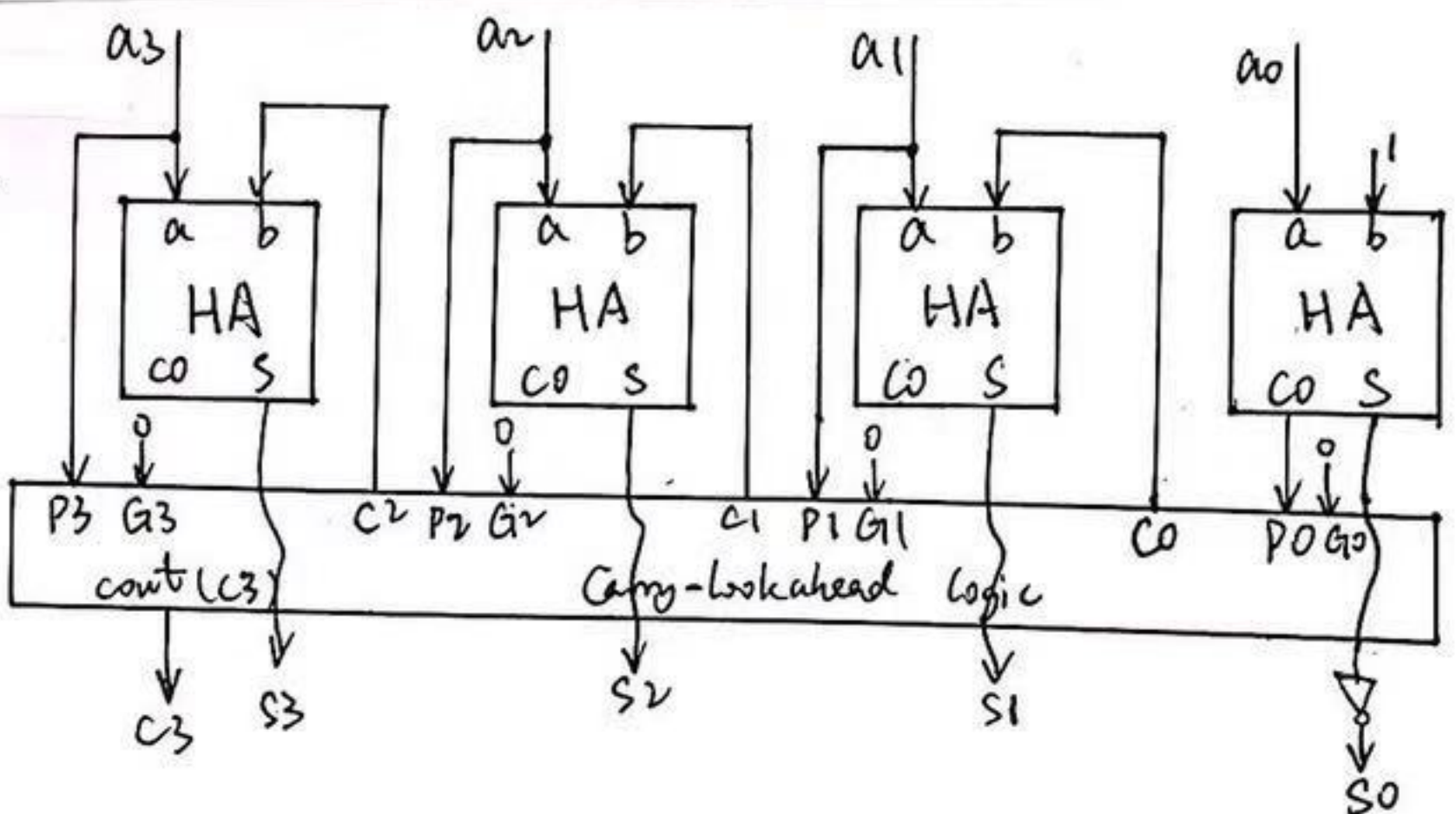
Outputs: $done$, a_dir , a_ld , b_dir , b_ld , gcd_reg_ld (bit)



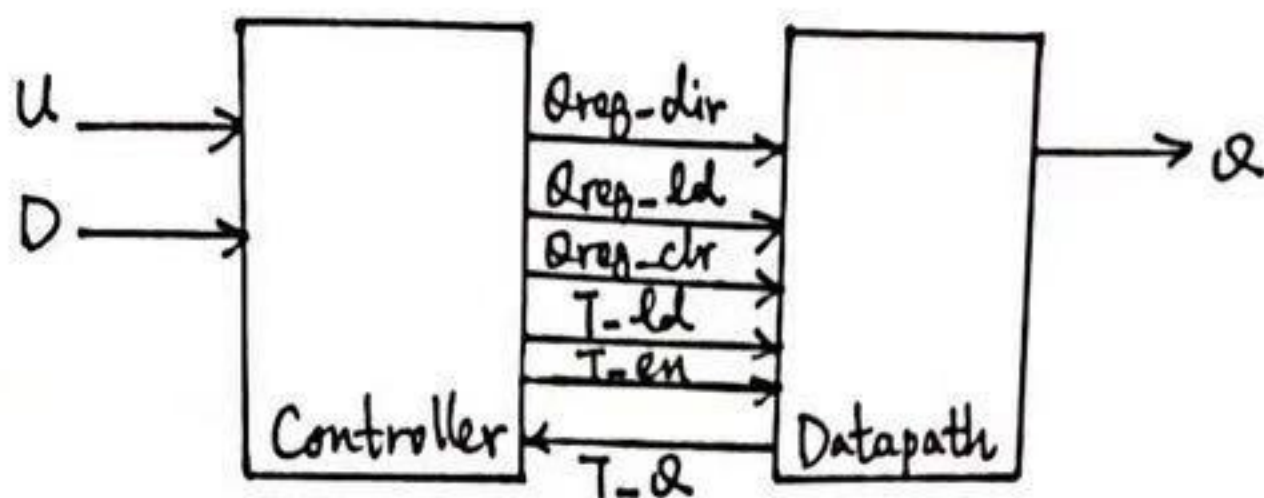
5. $a = (43690)_{10} = (1010101010101010)_2$
 $b = (21845)_{10} = (0101010101010101)_2$



6. $C_0 = a_0 * 1 = a_0$
 $C_1 = a_1 * C_0 = P_1 C_0$
 $C_2 = a_2 * C_1 = P_2 C_1$
 $C_3 = a_3 * C_2 = P_3 C_2$
 $cout = P_4 + G_4$
 $\Rightarrow P_n = A_n, G = 0$
 $s_0 = a_0' = P_0' = (P_0 \oplus 0)'$
 $s_1 = a_1 \oplus C_0 = P_1 \oplus C_0$
 $s_2 = a_2 \oplus C_1 = P_2 \oplus C_1$
 $s_3 = P_3 \oplus C_2$



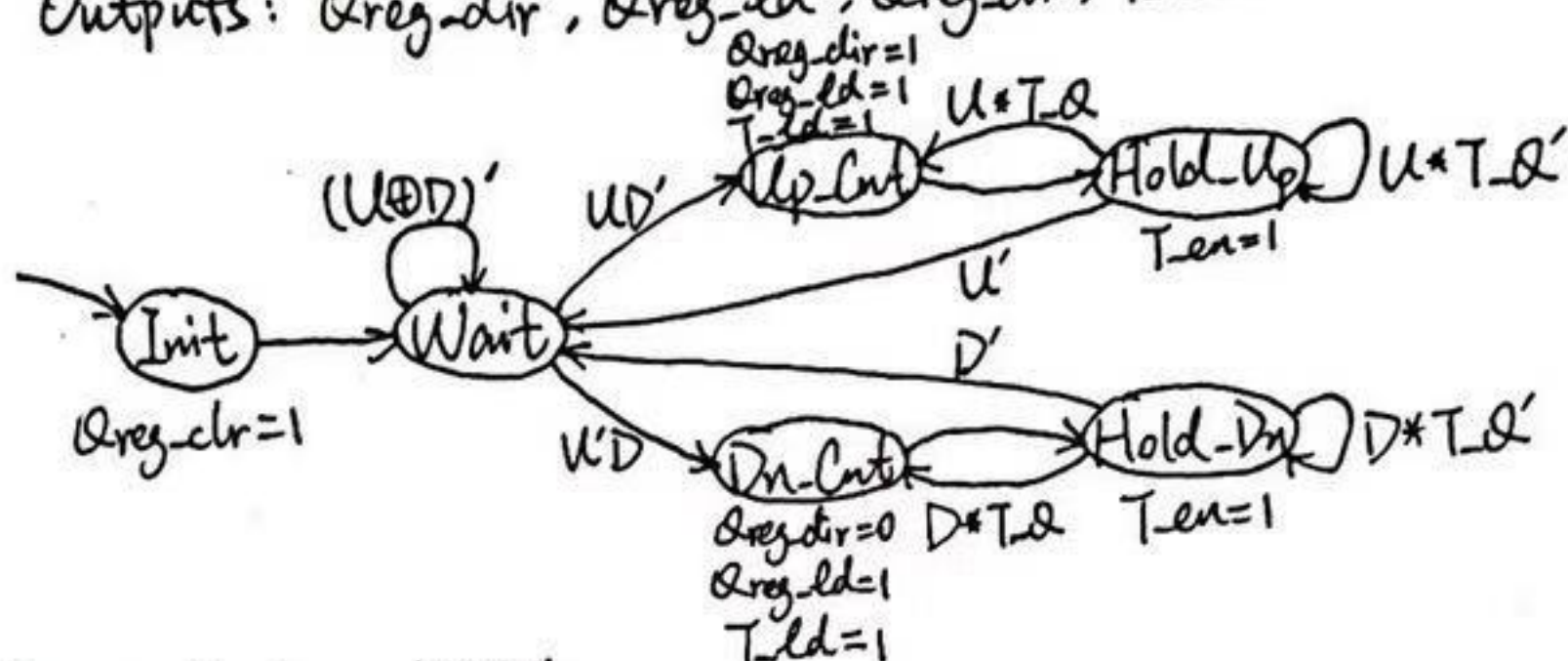
Step 3: Connect the Datapath to a Controller



Step 4: Derive the Controller's FSM

Inputs: $U, D, T-Q$ (bit)

Outputs: $Qreg-dir, Qreg-ld, Qreg-clr, T-ld, T-en$ (bit)

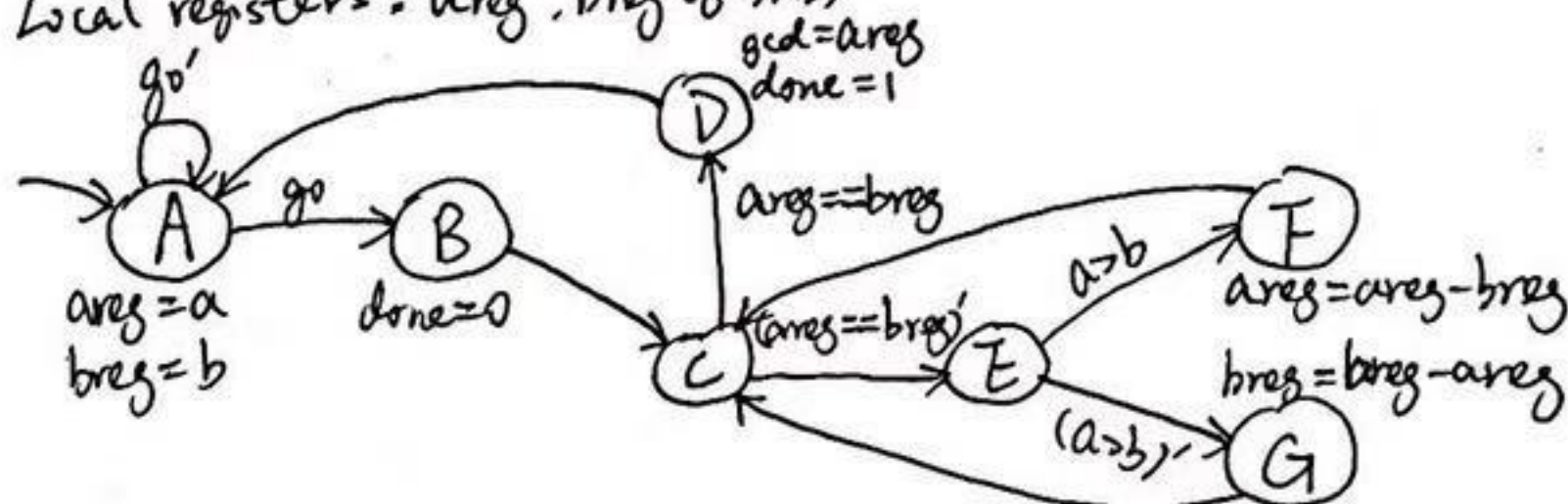


3&4. Step 1: Capture HLSM

Inputs: a, b (8 bits); go (bit)

Outputs: gcd (8 bits); $done$ (bit)

Local registers: $areg, breg$ (8 bits)



Step 2: Create Datapath

