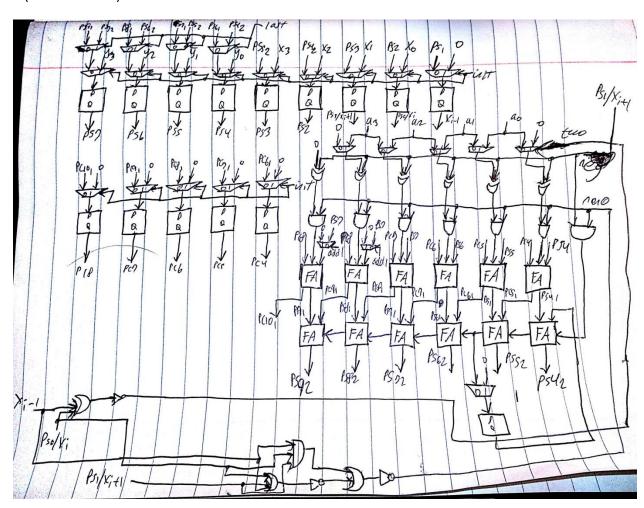
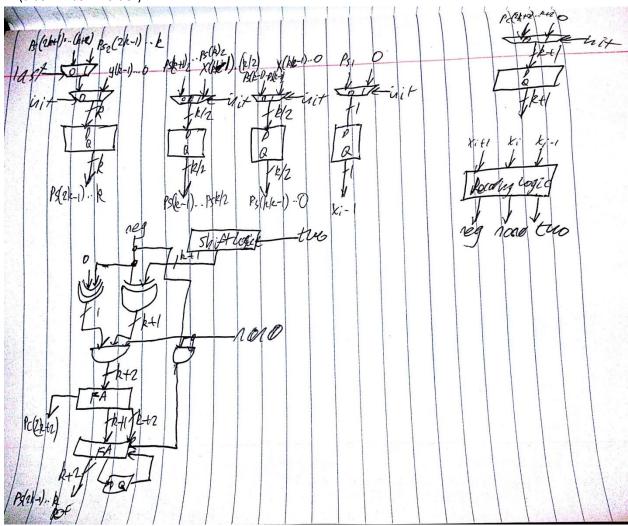
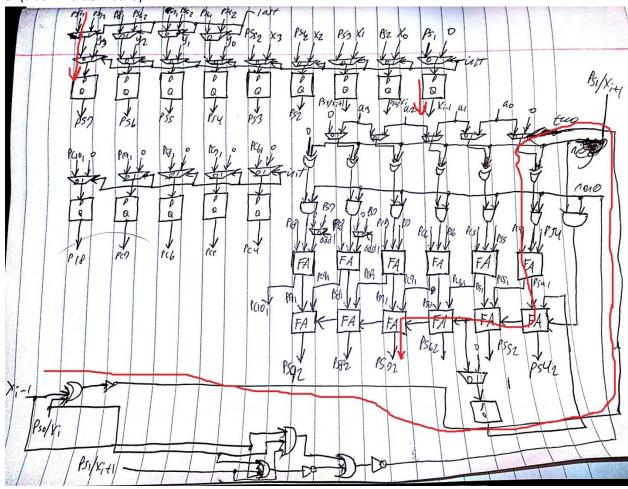
Problem 1
1.(in folder Task1)

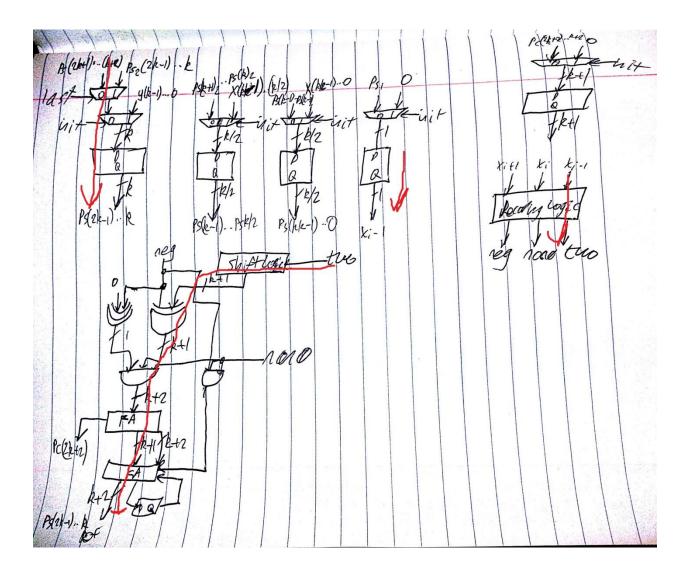


## 2. (also in Task2 folder)



## 3. (also in folder Task3)





1

 $a. T_{\text{CLK}} = d_{\text{FF}} + d_{\text{XOR}} + d_{\text{NOT}} + d_{\text{muxs-} \text{out}} + d_{\text{XOR}} + d_{\text{AND}} + d_{\text{FAx-} \text{s}} + d_{\text{FAx-} \text{Cout}} + 2*d_{\text{FACin-} \text{-}Cout} + d\text{FAcin-} \\ s + 2*d_{\text{muxx-} \text{out}} + d_{\text{FAX-} \text{-}Cout} + d_{\text{FAX-} \text{-}C$ 

b. Minimum Latency =  $(k/2+1) * T_{CLK}$ 

c. Maximum Throughput (Additions/Second) =  $1/((k/2+1)*T_{CLK})$ 

5. Latency will decrease by half for the radix-4 version, but  $T_{CLK}$  will also increase because of this, however, there will still be a performance gain as  $T_{CLK-4}/T_{CLK-2} < 2$ . Throughput also increases for radix-4, but will be somewhere between 1 and 2.

Problem 2(also in folder in excel file)

а		0	0	1	1	0	1						
Х		0	0	1	1	0	0	_					
4ps(0)		0	0	0	0	0	0						
4pc(0)		0	0	0	0	0	0						
ps(0)		0	0	0	0	0	0	0	0				
pc(1)		0	0	0	0	0	0	0					
+z0a		1	1	0	0	1	1	-					
4ps(1)		1	1	0	0	1	1	0	0				
4pc(1)	0	0	0	0	0	0	0	0					
ps(1)		1	1	1	1	0	0	1	1	0	0		
pc(1)		0	0	0	0	0	0	0	0				
+z1a		0	0	1	1	0	1	-					
+z1a 4ps(2)		1	1	0	0	0	1						
	0							•					
4ps(2)	0	1	1	0	0	0	1	0	1	1	1	0	0
4ps(2) 4pc(2)	0	1	1 1	0	0	0 0	1 0	0 0	1 0	1	1	0	0
4ps(2) 4pc(2) ps(2)	0	1 0 1	1 1 1	0 1 1	0 0 1	0 0 0	1 0 0			1	1	0	0
4ps(2) 4pc(2) ps(2) pc(2)	0	1 0 1 0	1 1 1 0	0 1 1 0	0 0 1 1	0 0 0 1	1 0 0 0			1	1	0	0
4ps(2) 4pc(2) ps(2) pc(2) +z2a	0	1 0 1 0	1 1 1 0	0 1 1 0 1	0 0 1 1	0 0 0 1	1 0 0 0 1			1	1	0	0
4ps(2) 4pc(2) ps(2) pc(2) +z2a 4ps(3)		1 0 1 0 0	1 1 0 0	0 1 1 0 1	0 0 1 1 1	0 0 0 1 0	1 0 0 0 1			1	1	0	0
4ps(2) 4pc(2) ps(2) pc(2) +z2a 4ps(3) 4pc(3)		1 0 1 0 0	1 1 0 0 1	0 1 1 0 1	0 0 1 1 1 0	0 0 0 1 0	1 0 0 0 1 1	0	0				