

**Question 1 :names: sami serhan=327876298 , najah kamal=325829133, salam qais=327876116**

$$f_{a,4}(x) = \begin{cases} 1 & \text{if } ax \geq 4 \\ 0 & \text{otherwise} \end{cases}$$

<i>input</i>	$x = 0$	$x = 1$	$x = 2$	$x = 3$
$a = 0$	0	0	0	0
$a = 1$	0	0	0	0
$a = 2$	0	0	1	1
$a = 3$	0	0	1	1

## Question 2 :

$$f_{\vec{a}, A}(x_1, x_2) = \begin{cases} 1 & \text{if } a_1x_1 + a_2x_2 \geq 4 \\ 0 & \text{otherwise} \end{cases}$$

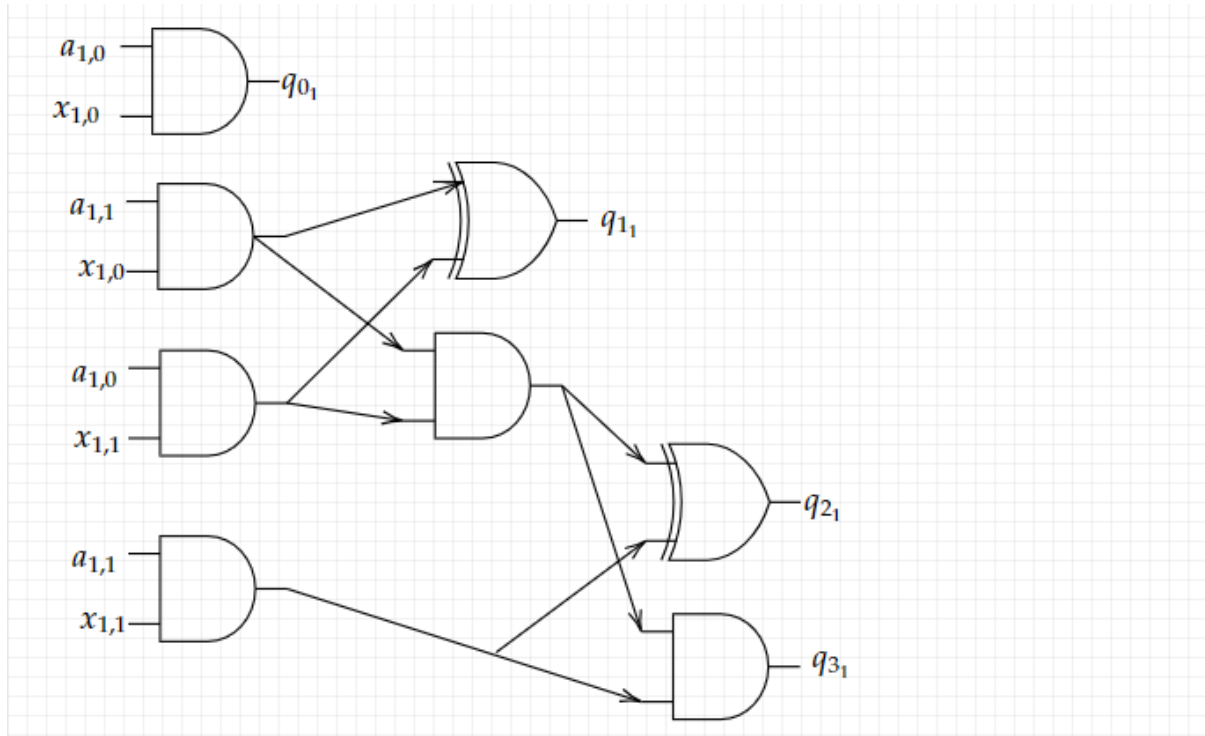
$$a_1 = (a_{1,1}, a_{1,0})$$

$$a_2 = (a_{2,0}, a_{2,1})$$

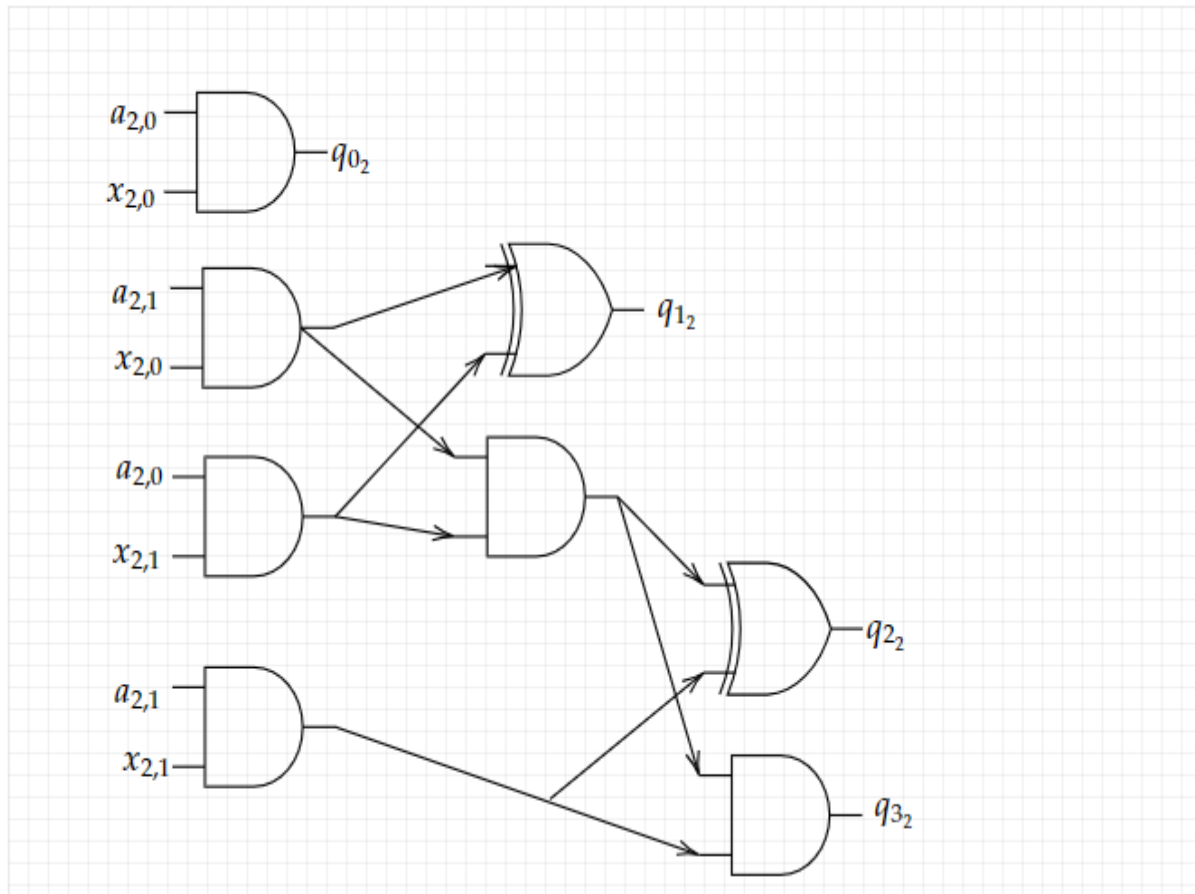
$$x_1 = (x_{1,1}, a_{1,0})$$

$$x_2 = (x_{2,0}, a_{2,1})$$

*This is how we can mull two binary numbers  $A*B$  , just by using XOR, AND gates*  
 $MULL_1$  :



$MULL_2$



so , after will made  $a_1 * x_1$  ,  $a_2 * x_2$

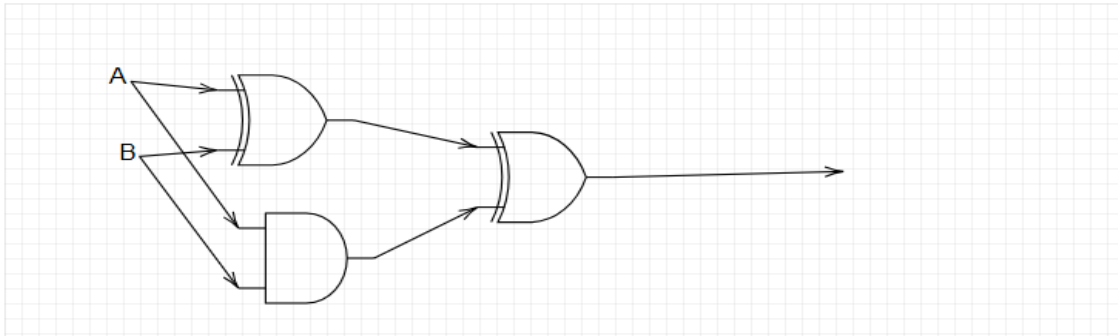
and we got  $q_{0_1}, q_{1_1}, q_{2_1}, q_{3_1}$   $q_{0_2}, q_{1_2}, q_{2_2}, q_{3_2}$

$$a_1 x_1 = q_{3_1} q_{2_1} q_{1_1} q_{0_1}$$

$$a_2 x_2 = q_{3_2} q_{2_2} q_{1_2} q_{0_2}$$

$$A \text{ OR } B = (A \oplus B) \oplus (A \wedge B)$$

This is how we can Build OR gate by XOR, AND gates



**FULL ADDER :**

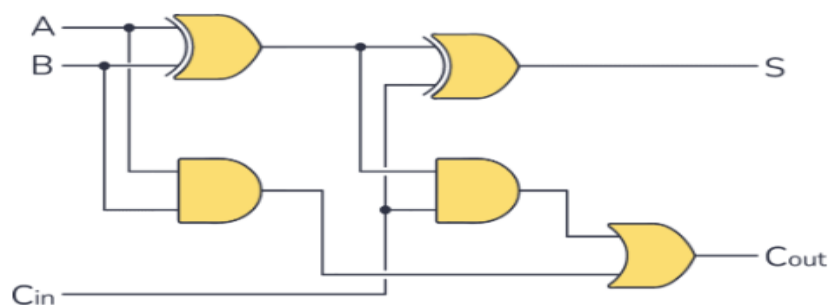
We learned this in Introduction to Hardware

$C_{in}$  = carry in

$C_{out}$  = carry out

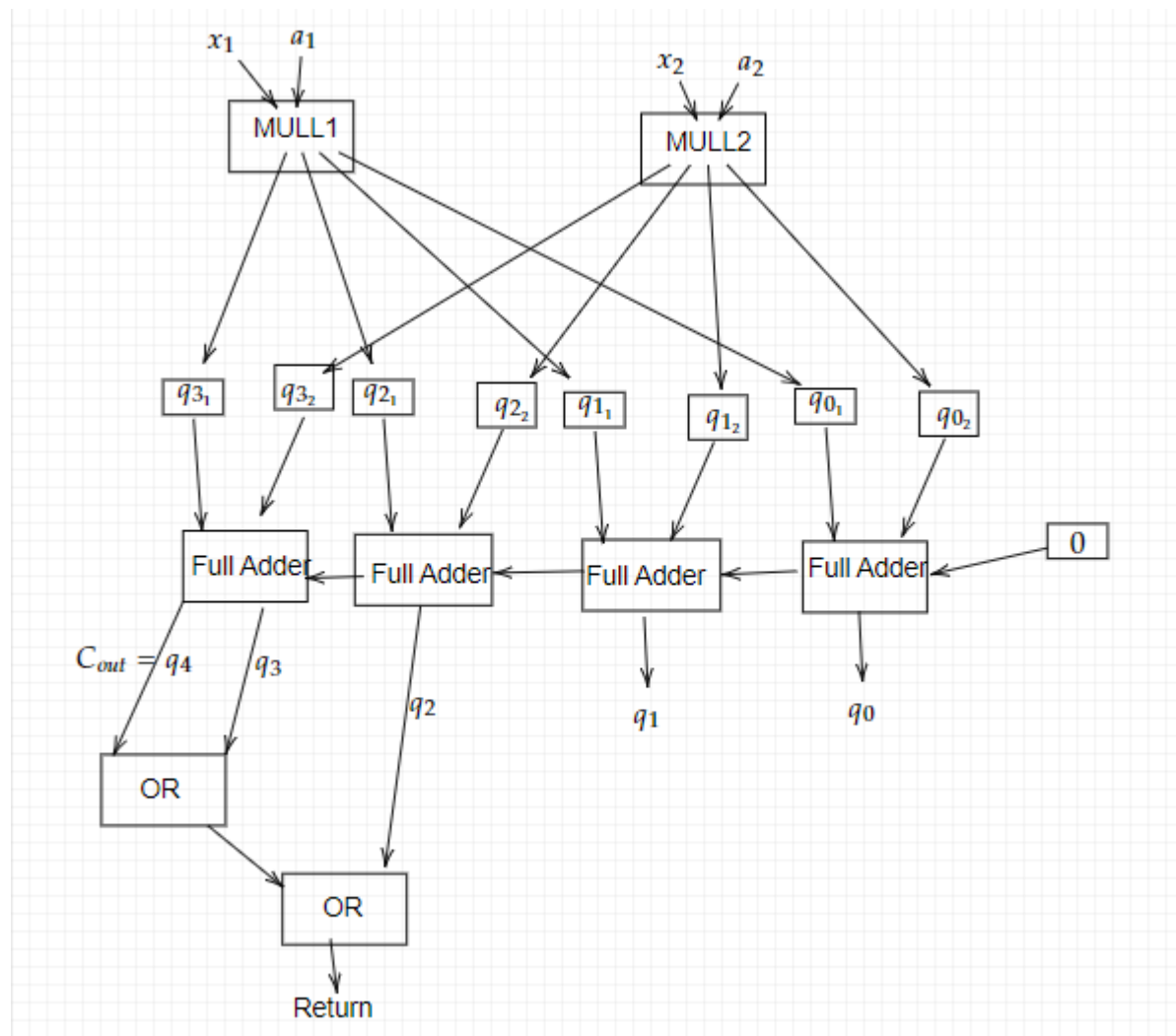
$S$  = result

the last result of sum two number =  $(C_{out} S)$



ok now we use the Full adder to sum the Numbers :

lets build a big adder



## Question 3:

$$f_{a_1, a_2, 4}(x_1, x_2) = \begin{cases} 1 & \text{if } a_1 x_1 + a_2 x_2 \geq 4 \\ 0 & \text{otherwise} \end{cases}$$

$$x_1, x_2, a_1, a_2$$

as we know from the law :

$$z(x) = x^{p-1} \bmod(p) = \begin{cases} 0 & \text{if } x = 0 \\ 1 & \text{else} \end{cases} \text{ in our case } p = 11$$

let's  $X' = a_1 x_1 + a_2 x_2$  wanna check if  $X \geq 4$

will check if ( $X' = 0$  or  $X' = 1$  or  $X' = 2$  or  $X' = 3$ ) doing that by :

$$Z(X' - i) \quad i = 1 \dots 3$$

how to subtract in  $GP(11)$  to do that we find the inverse number for each one of (0,1,2,3)

in  $GP(11)$  the inverse =  $\{11 - r \mid r = \{0, \dots, 10\}\}$  and then adding it to the  $X'$  for example :

$X' = 7$  and we want to calculate  $X' - 3$

1. get the inverse number which is  $11 - 3 = 8$

2 add the inverse to  $X' \rightarrow 7 + 8 = 15 \bmod 11 = 4 = 7 - 3$

so the inverse in  $GP(11)$  for 0 is 11, 1 is 10, 2 is 9, 3 is 8

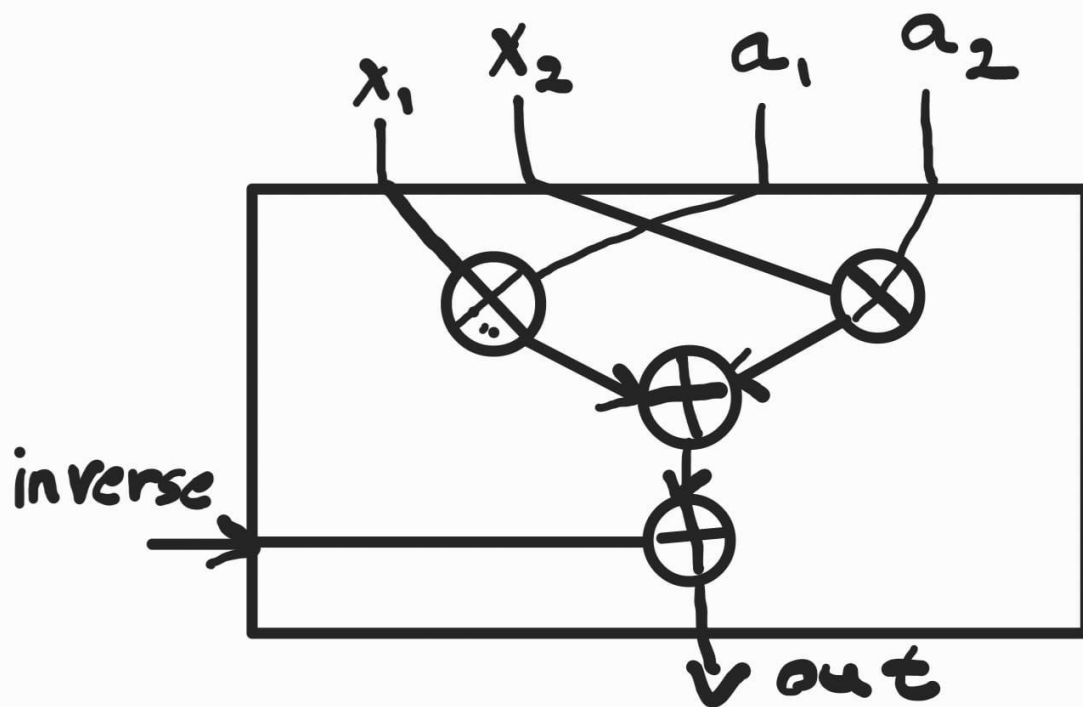
$$\begin{aligned} f_{a_1, a_2, 4}(x_1, x_2) &= \left( \prod_{i=1}^{10} ((x_1 \times a_1) + (x_2 \times a_2)) \right) \times \left( \prod_{i=1}^{10} (((x_1 \times a_1) + (x_2 \times a_2)) + 10) \right) \\ &\times \left( \prod_{i=1}^{10} (((x_1 \times a_1) + (x_2 \times a_2)) + 9) \right) \times \left( \prod_{i=1}^{10} (((x_1 \times a_1) + (x_2 \times a_2)) + 8) \right) \\ &= \prod_{j=8}^{11} \prod_{i=1}^{10} \left( (((x_1 \times a_1) + (x_2 \times a_2)) + j) \right) \end{aligned}$$

and this will give exactly  $\begin{cases} 1 & \text{if } a_1 x_1 + a_2 x_2 \geq 4 \\ 0 & \text{otherwise} \end{cases}$  because if  $X'$  equal to 0 or 1 or 2 or 3 one of

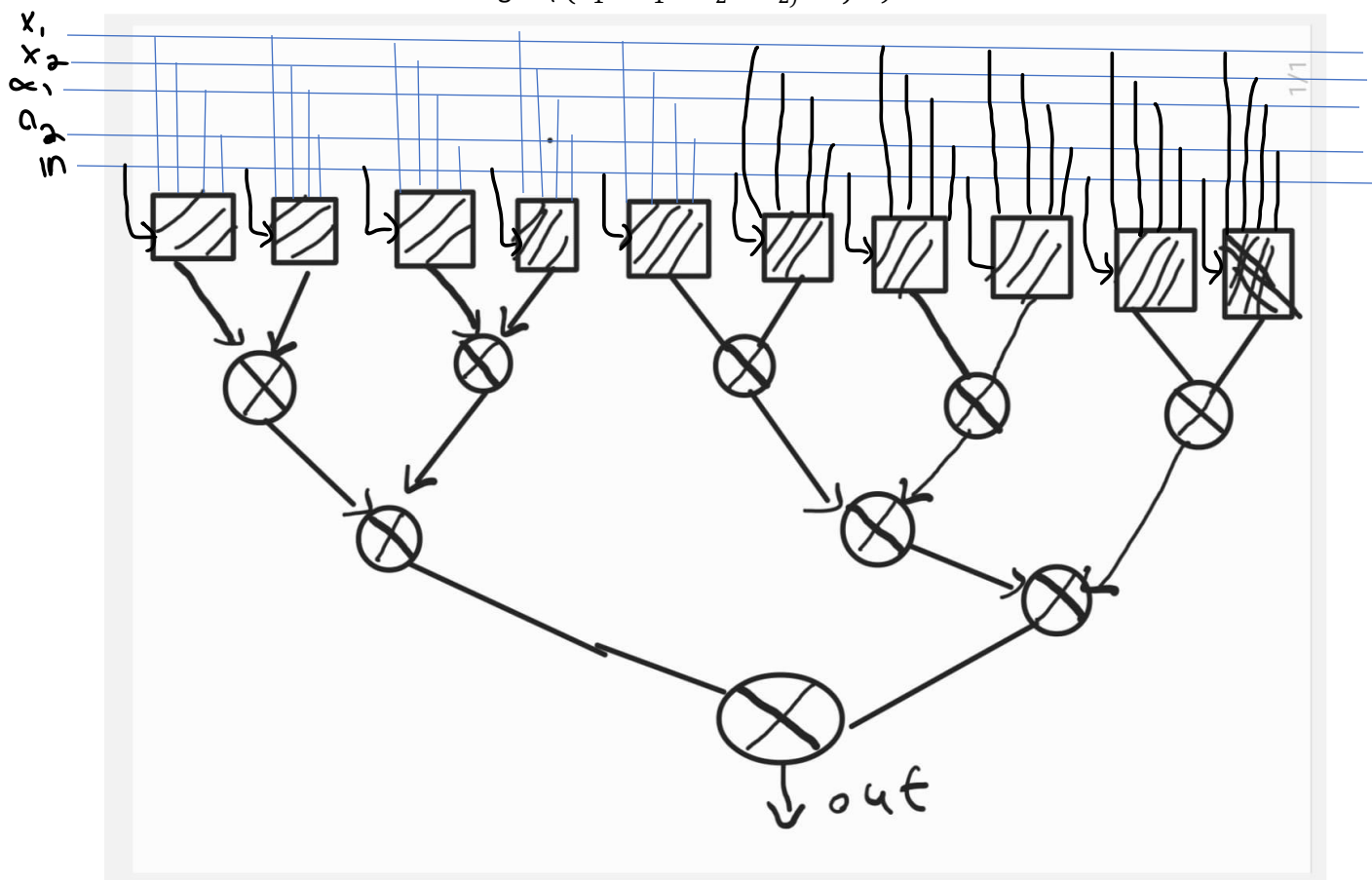
$$Z(X' - i) = \prod_{i=1}^{10} \left( (((x_1 \times a_1) + (x_2 \times a_2)) + j) \right)$$

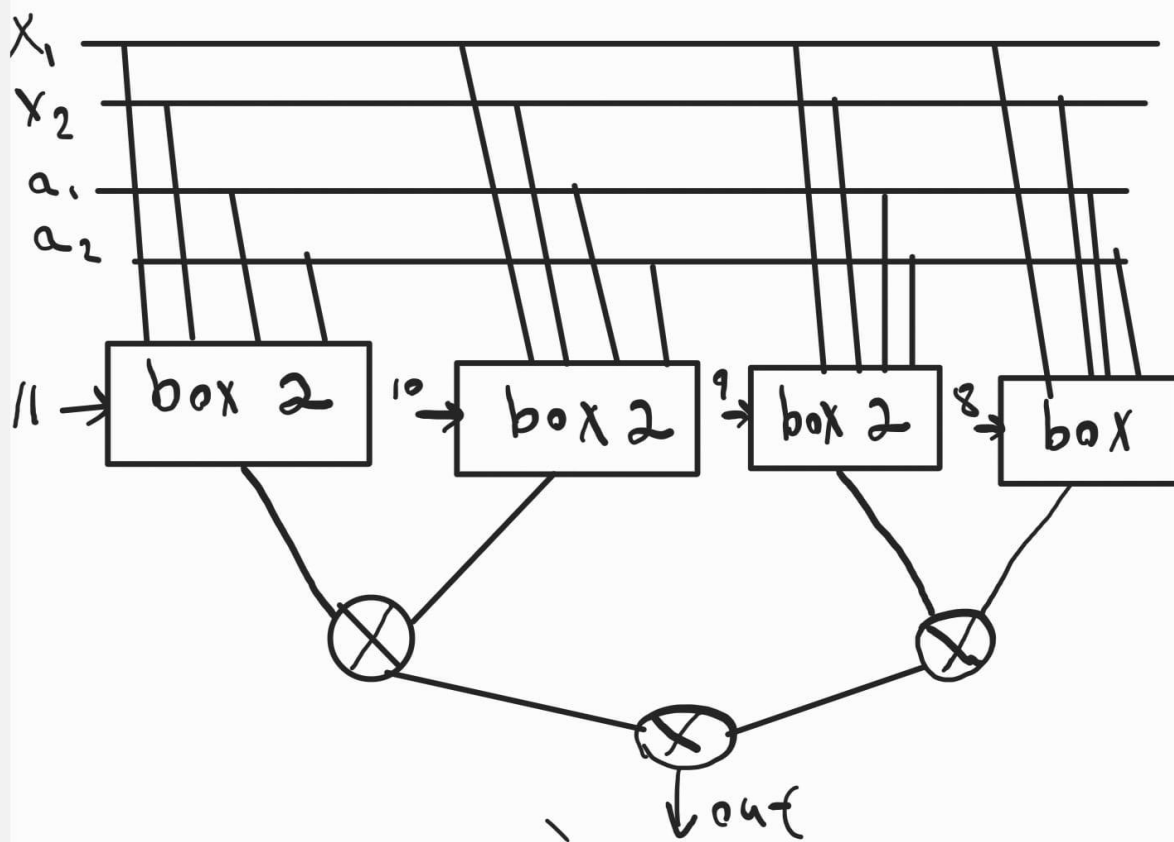
will return 0 so doing multiplication between them will ensure that else  $X'$  do not equal any of them so we will get 1.

Black box 1 uses for  $(x_1 \times a_1 + x_2 \times a_2) - i$ :



Black box 2 uses for calculating  $\rightarrow (x_1 \times a_1 + x_2 \times a_2 - i)^{10}$







## Question 4:

Analyzing the complexity of question 2:

- Circuit Size:
  - In each MULL, we have 8 operations, and we have 2 MULLs:  $8 \times 2 = 16$  operations.
  - In each Full Adder, we have 5 operations, and we have 4 Full Adders:  $5 \times 4 = 20$  operations.
  - After that, we have 2 ORs.

→ We have  $16 + 20 + 2 = 38$  operations.

→ Circuit size = 38

- Circuit Depth:
  - The maximal depth in the MULL is 2.
  - The maximal depth in the Full Adder is 3.

→ The maximal depth can be calculate by going to the MULL, and then going to the Full Adder and then 2 ORs.

That's mean the maximal depth is  $2 + 3 + 2 = 7$ .

→ Circuit Depth = 7.

- X-Depth:
  - The maximal X-Depth in the MULL is 1.
  - The maximal X-Depth in the Full-Adder is 1.

And in the big picture we don't have any multiplication operation, so the maximal X-Depth will not change and it will be 2.

→ X-Depth = 2.

- #MULT:
  - In each MULL, we have 6 ANDs, and we have 2 MULLs:  $6 \times 2 = 12$  MULT operations.
  - In each Full Adder, we have 2 ANDs, and we have 4 Full Adders:  $2 \times 4 = 8$  MULT operations.

And in the big picture we don't have any multiplication operation, so the maximal X-Depth will not change and it will be  $12 + 8 = 20$ .

→ #MULT = 20.

Analyzing the complexity of question 3:

- Circuit Size:
  - In each Black Box 1, we have 4 operations (2 multiply and 2 sum).

- In Black Box 2, we have 10 Black Boxes 2, after that we have 7 operations:  $\rightarrow 10 * 4 + 7 = 47$  operations in Black Box 2.
- And in the last picture, we have 4 Black Boxes 2, and after that we have 3 operations:  $\rightarrow 47 * 4 + 3 = 191$  operations.

$\rightarrow$  Circuit size = 167.

- Circuit Depth:

- The maximal depth in the Black Box 1 is 4.
- The maximal depth in Black Box 2 is:  $4 + 4 = 8$ .
- In the big picture, we have one edge and the maximal depth of Black Box 2, and after that 2 operations.
- $\rightarrow 8 + 1 + 2 = 11$

That means the maximal depth is 11.

$\rightarrow$  Circuit Depth = 11.

- X-Depth:

- The maximal X-Depth in the Black Box 1 is 2.
- The maximal X-Depth in the Black Box 2 is:  $2+4=6$ .
- In the big picture, we have one edge and the maximal depth of Black Box 2, and after that 2 operations.
- $\rightarrow 6 + 1 + 2 = 9$

That means the maximal depth is 11.

$\rightarrow$  X-Depth = 9.

- #MULT:

- In each Black Box 1, we have 2 multiply operations.
- In each Black Box 2, we have 10 Black Boxes 1, and after that we have 8 multiply operations:  $\rightarrow 2 * 10 + 8 = 28$ .
- In the big picture, we have 4 Black Boxes 2, and after that 3 multiply operations:  $\rightarrow 28 * 4 + 3 = 115$

$\rightarrow$  #MULT = 115.

