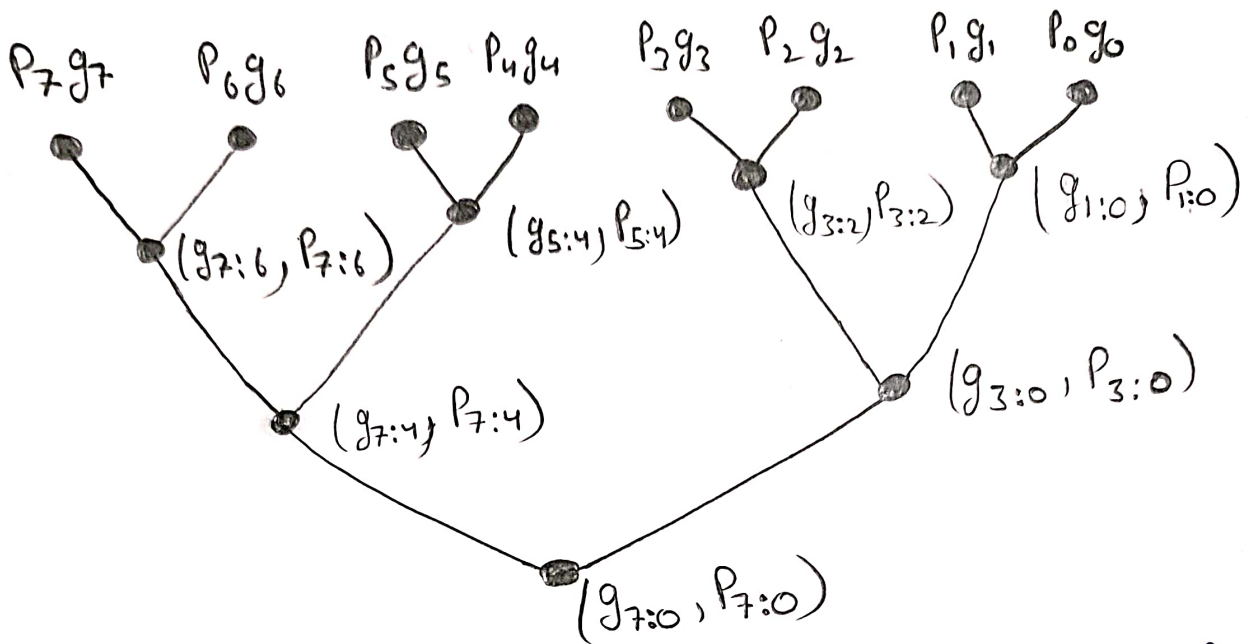


Assignment → 03

EE22BTECH11025

①

a)



b)

$$C_{out} = g_7 + P_7g_6 + P_7P_6g_5 + P_7P_6P_5g_4 + P_7P_6P_5P_4g_3 + P_7P_6P_5P_4P_3g_2 + P_7P_6P_5P_4P_3P_2g_1 + P_7P_6P_5P_4P_3P_2P_1g_0 + P_7P_6P_5P_4P_3P_2P_1P_0C_{in}$$

$$C_{out} = (g_{7:0}, P_{7:0}C_{in})$$

c)

Yes, we can use this technique of carry generate & carry propagate for base 10 number addition

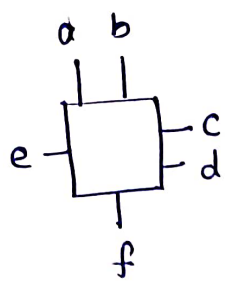
$$g_i = \begin{cases} 1 & , a_i + b_i \geq 10 \\ 0 & , \text{otherwise} \end{cases} \rightarrow \text{In case of carry generate}$$

$$P_i = \begin{cases} 1 & , a_i + b_i = 9 \\ 0 & , a_i + b_i \neq 9 \end{cases} \rightarrow \text{In case of carry propagate}$$

The operation '0' will remain same as in binary

$$(g_i, P_i) \circ (g_0, P_0) \equiv (g_i + g_0P_i, P_iP_0)$$

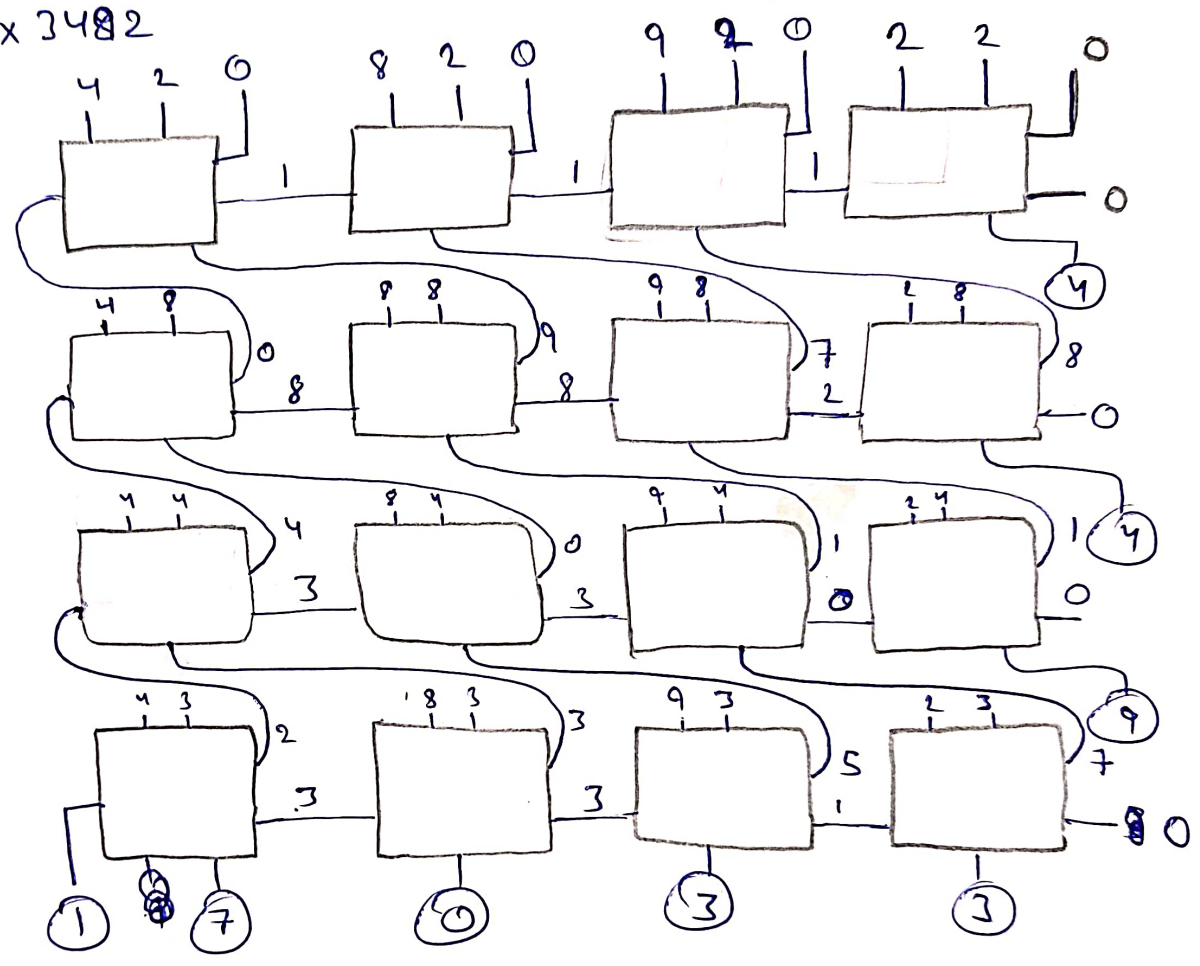
(2)



$$a.b + c + d = e.B + f$$

(B being the radix here it is 10)
0

For 4892 x 3482

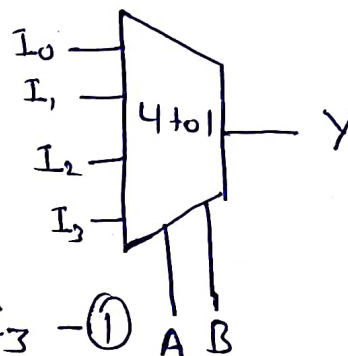


∴ $4892 \times 3482 = 17033944$

③

We ~~can~~ have 2 variables & 1 variable with its complement, we can implement any 3 variable function using a 4x1 MUX.

$\Sigma(A, B, C)$	A B C	A B	Select line
0	0 0 0	0 0	I_0
1	0 0 1	0 1	I_1
2	0 1 0	1 0	I_2
3	0 1 1	1 1	I_3
4	1 0 0		
5	1 0 1		
6	1 1 0		
7	1 1 1		



$$Y = A'B'I_0 + A'BI_1 + AB'I_2 + ABI_3 \quad \text{--- (1)}$$

For MUX to be complete

Any 3 variable function can be implemented by Y

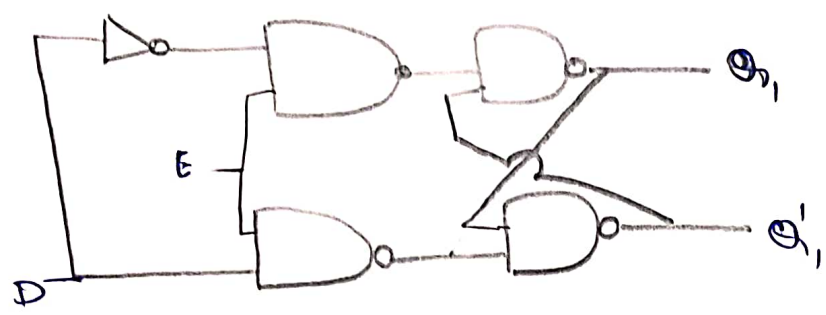
As any 3 variable function can be represented in the form of SOP notation

\therefore by ~~ex~~changing I_0, I_1, I_2, I_3 as either C or C'

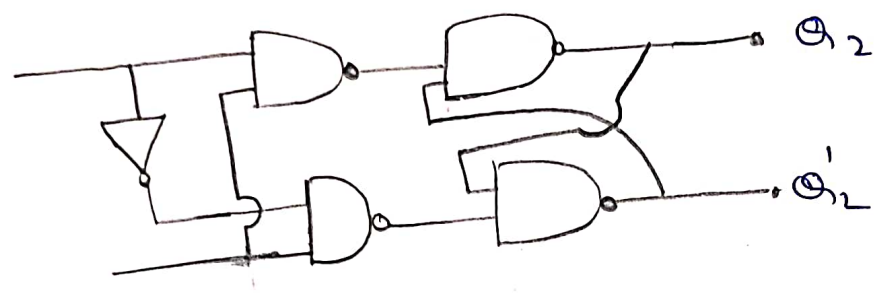
we can have any SOP notation in equation - (1),

Thus, we can implement any binary function of 3 variable,

4

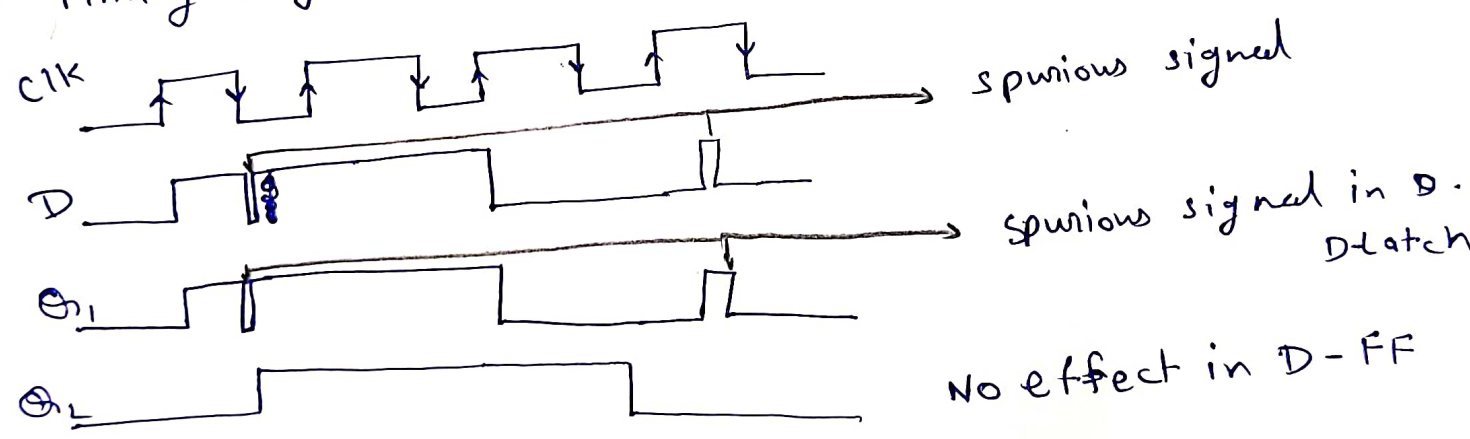


D - latch

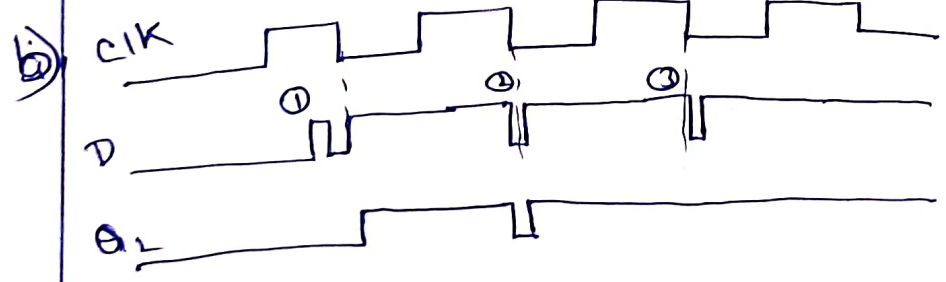


D - FF

a) Timing diagram



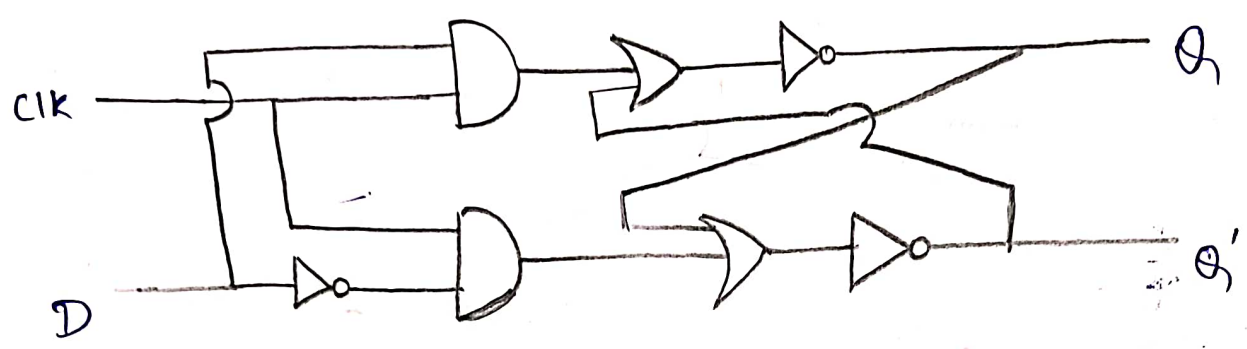
No effect in D - FF



spurious output may occur in D-FF, if spurious signal is very close to +ve edge of FlipFlop.

In case of ①, ③ where spurious signal is either before or after the -ve edge no change will occur.

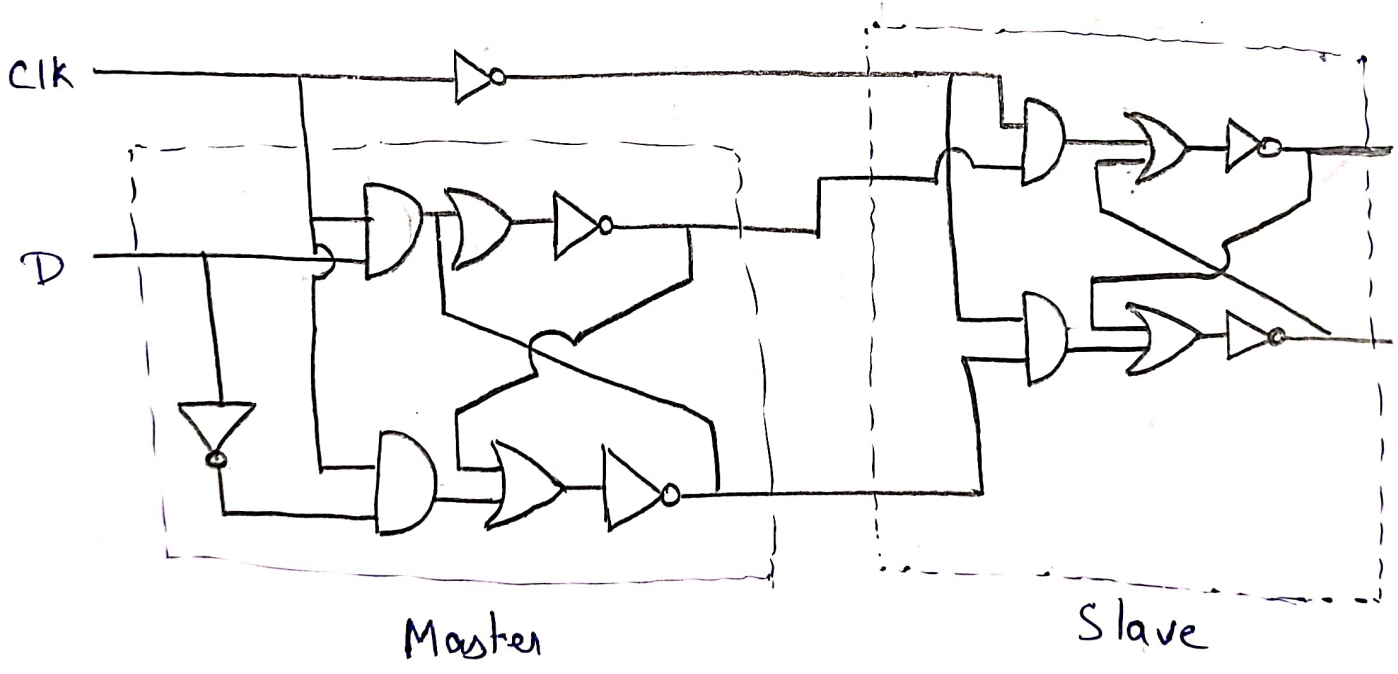
⑤ A D-latch is as follows,



Maximum Delay time = $3t_{inv} + 2t_{and} + 2t_{or}$ - ①

Minimum Delay time = $t_{inv} + t_{and} + t_{or}$ - ②

D-FlipFlop is as follows,



$$\text{Delay time} = 6t_{\text{inv}} + 4t_{\text{and}} + 4t_{\text{or}} \quad - (3)$$

As we can replace 'or' gate with 'and' gate

$$\therefore \text{Maximum delay for D-Latch} = 3t_{\text{inv}} + 4t_{\text{and}} \quad \{\text{from } (1)\}$$

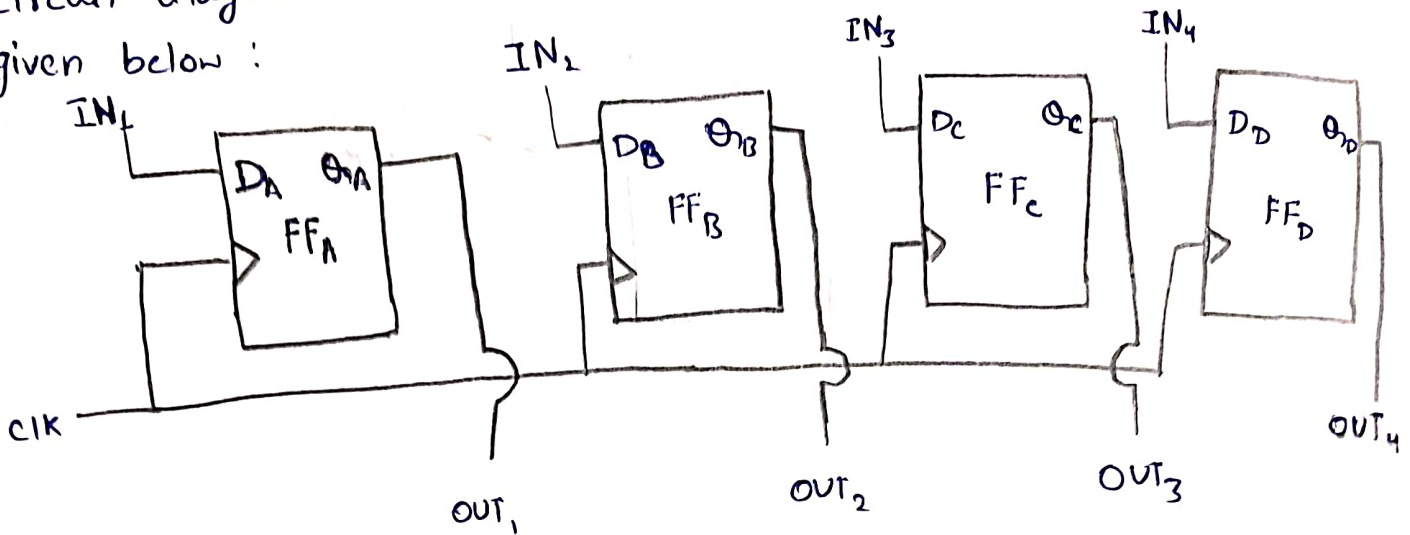
$$\text{Minimum delay for D-Latch} = 2t_{\text{inv}} + 2t_{\text{and}} \quad \{\text{from } (2)\}$$

$$\text{Delay time for D-FF} = 6t_{\text{inv}} + 8t_{\text{and}} \quad - \{\text{from } (3)\}$$

Now depending upon which one is greater between t_{or} and t_{and} , we can tell min. & max. delay incurred for the two.

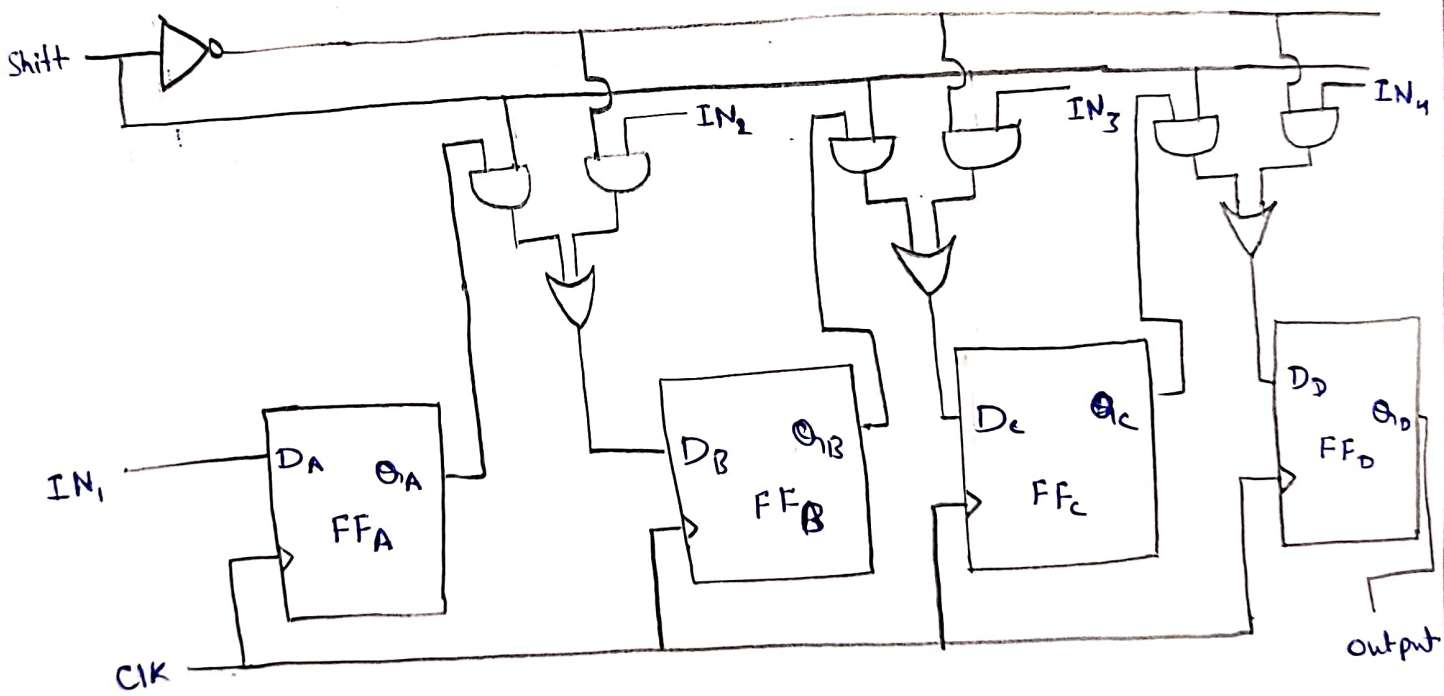
6

a) Circuit diagram for PIPO (Parallel input & parallel output) is given below :

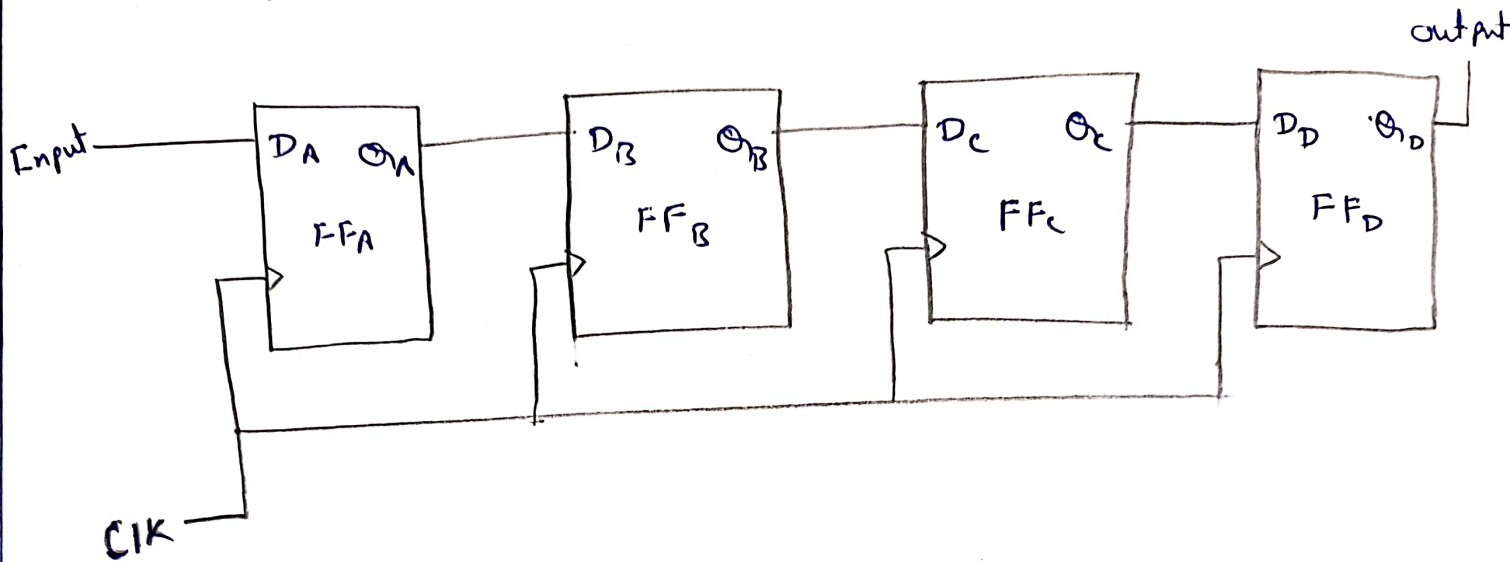


c)

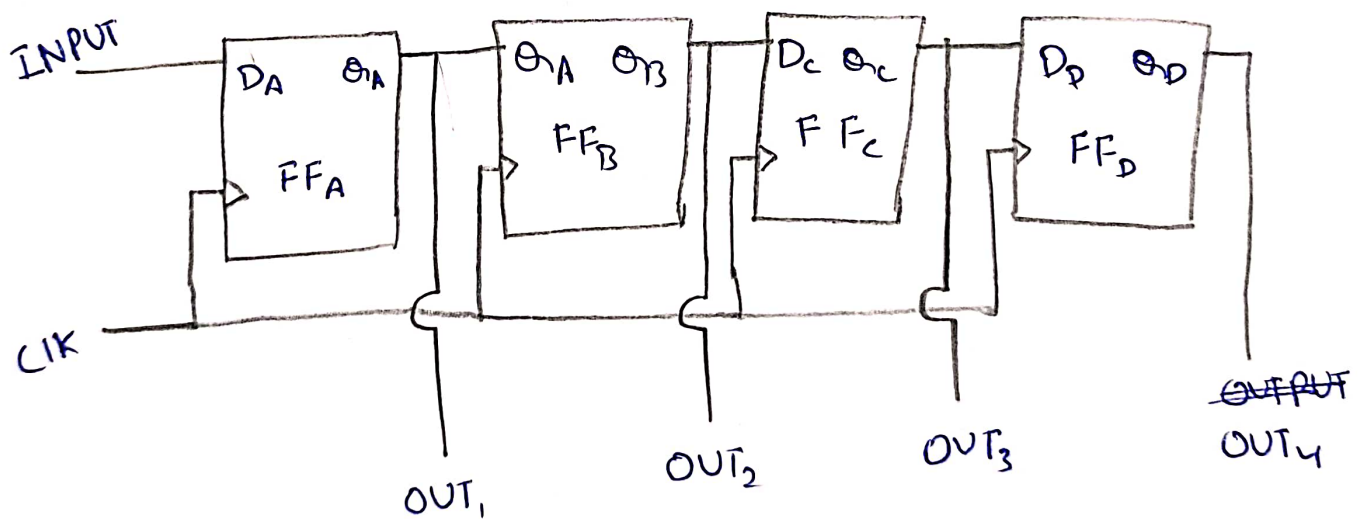
~~Circuit~~ diagram for PISO (Parallel - input & serial out)



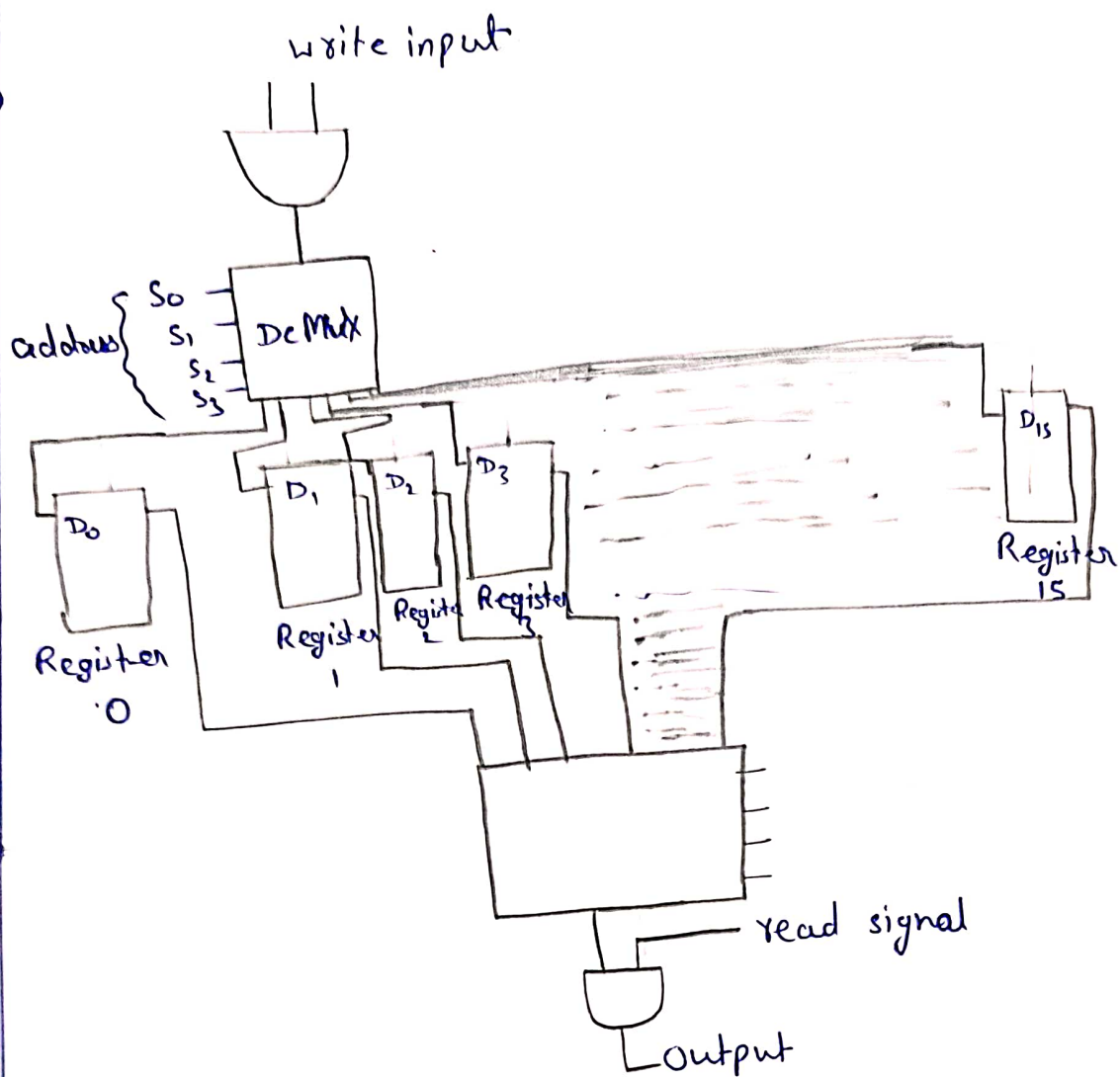
a) Circuit diagram for SISO (serial input & serial output)



b) Circuit diagram for SIPO (serial-input & parallel out)



c)



For adding another control signal 'Read 1', another set of address lines add₀₁, we have to use two multiplexers in addition to previous circuits to read two registers simultaneously

