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Problem 2)

main out
 in: 1.8 bits
 middle: 2.1.8 + 1.8
 out: 2.2.8 + 1.8

formula: $(in + in \cdot mid + 1 + mid \cdot out + 1) \cdot 8$

$$(4 + 4 \cdot 10 + 1 + 10 \cdot 3 + 1) \cdot 8 \Rightarrow 76 \cdot 8 \Rightarrow \boxed{608 \text{ bits}}$$

a)



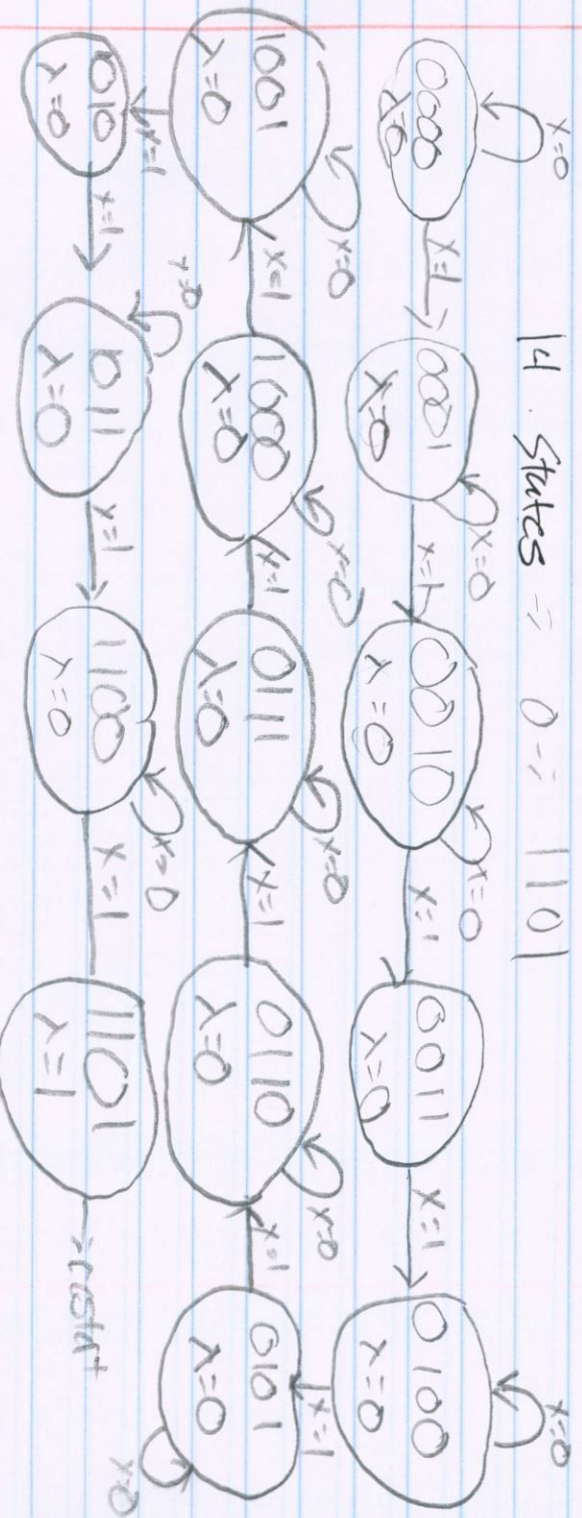
1 odd 2 even

3 4 ports 1 5 3 ports 1 odd bias 7
 4 4 ports 2 6 3 ports 2 odd bias 8

9 5 ports 3 11 6 ports 3 odd bias 13
 10 5 ports 4 12 6 ports 4 odd bias 14

X is a handshake variable

14 states $\rightarrow 0 \rightarrow 1101$



b) considering I actually drew mine out in a very linear model then it luckily shouldn't affect it although I'm sure this is a very 'slow' way to do this.