

University of California at Berkeley
College of Engineering
Department of Electrical Engineering and Computer Sciences

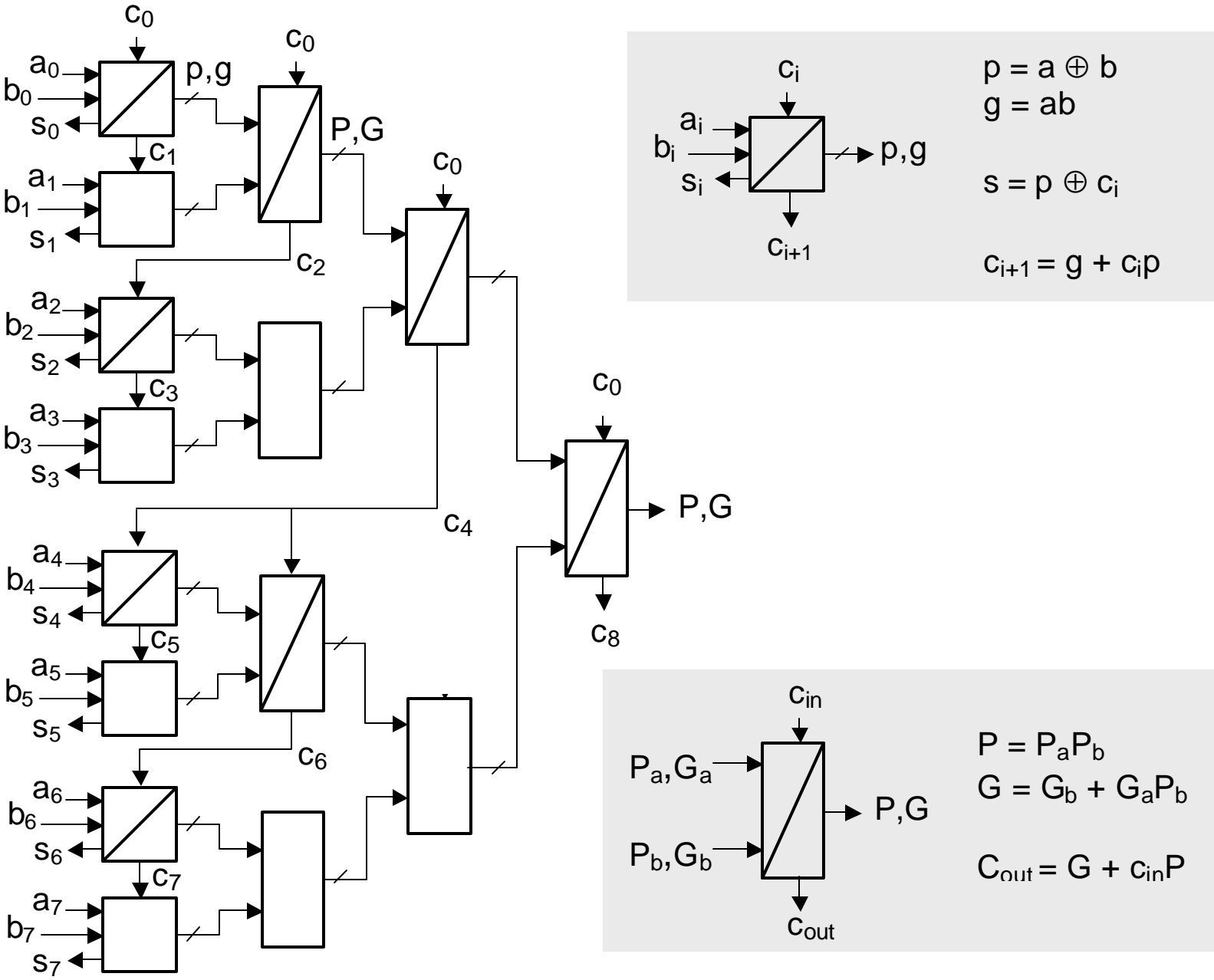
EECS150
 Spring 2002

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Homework #5

This homework is due on **Friday March 8th by 1pm**. Homework will be accepted in the EECS150 box on the door to room 218 Cory Hall. Late homework will be penalized by 50%. No late homework will be accepted after the solution is posted.

- Below is the illustration of the 8-bit carry look-ahead adder presented in class. Draw a line on the circuit representing the critical path (signal path with worst-case delay). Using “big O” notation, how does the delay and cost scale with n for this type of adder?



2. Carry select adders.

- a) In class we discussed the carry-select adders. Assuming that the select groups are all of the same number of bits, what is the optimal size select group for a 32-bit adder?
- b) In class we also discussed the possibility of applying the carry-select idea hierarchically. The idea is that a ripple adder of n -bits can be split and implemented as a carry-select adder with group size $n/2$ (implemented as three ripple adders of size $n/2$ along with muxes). Then each of the three adders of size $n/2$ could be split and implemented as a carry-select adder with group size $n/4$, etc. By continuing the process eventually the adder size would be 1-bit and the process ends.

Discuss the worst case delay through this adder. Again using “big O” notation, how does the delay scale with n ? How does the cost (amount of hardware - number of gates or transistors) scale with n ?

3. For this problem assume that your complete library of logic components comprises 2-input AND, OR, and XOR gates and inverters. Assume that inverters have cost of one unit and delay of one unit, and all other logic gates have cost of 2 units and delay of 2 units (ignore fanout and wire delay). With these assumptions, a 2-input mux would be implemented with two AND gates, one OR gate, and one inverter, and would cost 7 and have delay 5. Generate a table comparing four different adder architectures for delay and cost. The adder architectures are i) 32-bit ripple adder, ii) 32-bit carry-select adder from problem 2.a) above, iii) 32-bit hierarchical carry-select adder from problem 2.b) above, and iv) a 32-bit carry look-ahead adder based on the 8-bit carry look-ahead adder presented in class. Can you draw any conclusions from the results presented in the table?
4. From Mano, exercises 4-9, 4-10, 4-11, 4-13, 4-14, 4-15 & 4-21.

